ABSTRAK

REVTY WIJAYANTI: Pengembangan Media Pembelajaran Matematika Menggunakam *Truth or Dare* (TOD) *Math* Berbasis *Android* untuk Meningkatkan Motivasi Belajar Siswa. **Skripsi. Universitas Mercu Buana Yogyakarta. 2021**

Penelitian ini bertujuan untuk mengembangkan media pembelajaran matematika menggunakan *truth or dare* (TOD) *math* berbasis *android* untuk meningkatkan motivasi belajar siswa yang berkualitas dilihat dari kriteria valid, praktis, dan efektif. Penelitian ini dilakukan terhadap siswa kelas VII D SMP Negeri 1 Sedayu. Penelitian ini menggunakan jenis penelitian *Research and Development* (R&D) dengan menggunakan model pengembangan ADDIE yang memiliki 5 tahapan yaitu (1) *Analysis,* (2) *Design,* (3) *Development*, (4) *Implementation*, (5) *Evalution*.

Hasil penelitian menunjukan bahwa media pembelajaran matematika *truth or dare* (TOD) *math* berbasis *android* merupakan (1) jenis penelitian *Research and Development* (R&D) dengan model pengembangan ADDIE, (2) menghasilkan media pembelajaran matematika berupa **apk*, (3) media pembelajaran dinyatakan valid oleh ahli media dan ahli materi dengan kategori sangat baik, (4) media pembelajaran dikatakan praktis oleh 28 siswa dengan kategori baik, (5) adanya peningkatan motivasi belajar siswa sebesar 8% sehingga media pembelajaran matematika *truth or dare* (TOD) *math* berbasis *android* layak digunakan sebagai media pembelajaran matematika, serta dapat meningkatkan motivasi belajar siswa.

Kata kunci: pengembangan, media, *android*, *Truth or Dare* (ToD), motivasi belajar

ABSTRACT

REVTY WIJAYANTI: Development of Mathematics Learning Media Using Truth or Dare (TOD) Math Based on Android to Improve Students' Learning Motivation. **Script**. **Mercu Buana University Yogyakarta. 2021.**

This research aims to developing mathematics learning media using truth or dare (ToD) math based on android for improving qualified students' learning motivation viewed from valid, practical, and effective criteria. The research was applied to class VII D students of SMP Negeri 1 Sedayu. The research was Research and Development (R&D) through ADDIE model, which contains five steps: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation.

The results of this research showed that mathematics learning media using truth or dare (ToD) math based on android was (1) R&D research through ADDIE model, (2) created mathematics learning media with *apk form, (3) learning media was valid both of media expert and material expert with categorized very good, (4) learning media was practice based on 28 students with categorized good, (5) there was an increased learning motivation 8% so mathematics learning media using truth or dare (ToD) math based on android utilized as a mathematics learning media, also improving students' learning motivation.

Keywords: development, media, android, Truth or Dare (ToD), learning motivation