

LEMBAR PENGESAHAN SKRIPSI

Skripsi yang berjudul : Mobile Learning Untuk Meningkatkan Motivasi Belajar Siswa

Telah dipertahankan di hadapan sidang Dewan Penguji skripsi pada:

Hari : Rabu
Tanggal : 31 Agustus 2016
Waktu : 13.30 – 15.30 WITA

Oleh

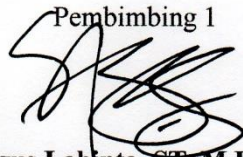
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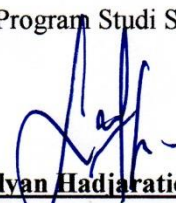
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PERSETUJUAN MENGIKUTI SIDANG SKRIPSI

Dengan ini dinyatakan bahwa mahasiswa sebagai berikut :

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Judul Penelitian : Mobile Learning Untuk Meningkatkan Motivasi Belajar Siswa
Program Studi : S1 – Sistem Informasi
Jurusan : Teknik Informatika

Telah diperiksa dan disetujui untuk diajukan pada :
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Gorontalo, Agustus 2016

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ABSTRACT

This research aims at making a mobile learning application on platform android that has main feature in supporting the learning process to increase student's learning motivation. This research uses research and development method which has 7 stages such as 1) potential and problem; 2) data collection; 3) Product design; 4) product manufacture; 5) product trial; 6) field trial; 7) report arrangement. In this field trial, this research uses experiment method with pre-experimental design with one-group pretest-posttest design to find out student's learning motivation before and after using mobile learning. Mobile learning application uses client-server concept where its function as a client which is embedded on android Smartphone using API (Application Programming Interface) to communicate or to access the data from the server. Research findings show that mobile learning application can run well and obtains good assessment from student with percentage result is 78,76%. Hypothesis result show that $t_{count} = 7,098 > t_{table} = 2,034$ and value sig value = $0,000 < 0,05$ means that there is significant difference before and after using learning media formed as mobile learning application.

Keywords: Mobile Learning, Android, Client-Server, Learning Motivation

