CHAPTER 1

INTRODUCTION

1.1. Background

The conditions of the Covid-19 pandemic have resulted in extraordinary changes, including in the field of education. It is as if all levels of education are forced to transform to adapt suddenly drastically to do learning from home through online media. This is certainly not an easy thing, because it is not fully ready. The problem in the world of education is that the learning process is not uniform, both the standards and the quality of the desired learning outcomes. In this study, the authors expect an application that can help the learning process which is the choice of students when carrying out the learning process and can improve learning outcomes that are better than the learning process that has been done before. This application is also expected to be able to help teachers in delivering material and teaching both offline and online, the application that will be made by the author of course that can be easily used by students and does not require a lot of costs, especially because the income of parents is uncertain and not all students come from the existing family.

From these problems, an idea emerged to design a learning media application to help the process of teaching and learning activities. This learning media application will contain learning materials that are packaged in the form of text, images, and videos to present learning materials to students. This learning media application will also be made based on Android so that it can be used by students who are learning online. As well as using the addie method in software development. The use of learning media is expected to help students understand the material presented and can increase students' enthusiasm and motivation to learn through interesting and interactive learning media.

In technological developments like now, of course, it can facilitate human work, especially learning applications using an Android platform application made using the ADIIE method where this method can make work and usage well structured so that no part is missed. Like the research that has been done by (abdul rokim, 2020) entitled Making a Mobile Application forLearningAdabandPrayerUsingtheAddieMethodwherethisapplicationcontainsshort

prayers made using the ADDIE method, this application can be a reference in research being carried out by the author because it uses the same method and media so that it can minimize errors in research.

1.2 Problem Formulation

Based on the background above, the writer finds the following problems:

1. How to develop a Lampung language learning application for grade II elementary school children?
2. How to make students interested and easy to understand the material displayed?
3. What is the feasibility of the Lampung language learning application for elementary school children?

1.3 Research Objectives

1. To design develop the mobile application lampung learning using addie method
2. To test and evaluate usability of the application

1.4 Scope Of Project

1. The research was conducted only at SDN 1 Bangun Rejo
2. The system that will be made is an Android-based basic Lampung language learning application for grade II students.

3. Making this learning media in which there are materials for the basic letters of the Lampung language, along with quizzes..

4. Multimedia features (audio, picture,text)
5. Applications are only in the form of software

1.5 Research Benefits

The benefits of the research carried out are:

1. Students can still do the same learning and material even though they are not in school

2. Make it easier for teachers when delivering material because students have already learned from the application to be made

3. Reduce the intensity of virus transmission, because you can learn and get the same material even though you are online.

1.6 Writing Systematics

The writing systematics used in this study are as follows:

CHAPTER I INTRODUCTION

This chapter describes the background of the problem, problem formulation, problem boundaries, research benefits, research objectives and research writing systematics.

CHAPTER II THEORY BASIS

This chapter describes the theories that support the research to be carried out by the author.

CHAPTER III RESEARCH METHODOLOGY

This chapter contains the method of problem solving approach asked in the formulation of analysis and design problems that will be used in building applications

CHAPTER IV RESULTS AND DISCUSSION

This chapter describes the results of the analysis and discussion obtained in relation to the relevant theoretical foundations and also provides an overview of the application design.

CHAPTER V CONCLUSIONS AND SUGGESTIONS

Contains a summary of the overall research results. In addition, the authors also provide useful suggestions for future application developments for future research.