

ABSTRAK

APLIKASI PEMBELAJARAN SEMBAHYANG HINDU MENGGUNAKAN CONSTRUCT 2 BERBASIS ANDROID (Studi Kasus: SD Negeri 1 Trimurjo)

*Hindu Prayer Learning Media Using Construct 2 Based On Android
(Case Study: SD Negeri 1 Trimurjo)*

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Abstract: Learning is one of the crucial things in everyone's life (Gede et al. 2021). Based on an interview with Mrs. Desi Puspitasari S.Pd, a religion teacher at SD Negeri 1 Trimurjo, it was identified that there were deficiencies in Hindu religious learning media, especially in the material on understanding the meaning of prayer and practicing Trisandya for grade 3 elementary school students. This research aims to design a "Hindu Prayer Learning Application Using Construct 2 Based on Android". to train students to perform daily prayers and prayers. After creating learning media, it is hoped that students can receive well and understand the media provided in accordance with what is expected (Bagus Brama Barnawa et al., 2019). The method used is the Multimedia Development Life Cycle (MDLC). This application was developed with Construct 2, CorelDRAW for asset design, and the Android platform as the installation site. Testing was carried out using ISO 25010, which covers aspects of functionality, usability and portability. The test results show that this application successfully meets the criteria in these three aspects. In conclusion, this Android-based Hindu prayer learning application is effective and meets the expected standards, providing an innovative solution to deficiencies in Hindu religious learning media at SD Negeri 1 Trimurjo.

Keywords: Learning Applications; MDLC; Construct 2; Instructional Media; Hindu Prayer;