ABSTRACT

Mathematics is often considered difficult by students, which causes low learning outcomes. This difficulty arises not only because of conventional learning methods, but also the abstract nature of mathematics and requires a strong logical understanding. To overcome this, interesting, interactive, and easy-to-understand learning media are needed. This study developed an Android-based mathematics learning application for grade IV elementary school students as an efficient and flexible digital alternative, allowing independent learning anywhere without textbooks. The Research and Development (R&D) method with the ADDIE model used includes analysis, design, development, implementation, and evaluation. This application was developed based on the national curriculum and student needs analysis. Usability evaluation was carried out using the System Usability Scale (SUS) which showed that this application is easy to use and helps independent learning of the material. These results confirm that efficient digital learning media based on user needs can effectively support mathematics learning in elementary schools..

Keywords: Android Application, Evaluation, ADDIE Model, Mathematics Learning, Elementary School