

ABSTRAK

SLB Negeri 1 Padang merupakan sekolah yang menyelenggarakan pendidikan bagi anak berkebutuhan khusus, termasuk siswa tunagrahita. Dalam proses pembelajaran, guru masih menggunakan metode konvensional seperti penyampaian materi secara lisan, buku, dan papan tulis sehingga siswa sering mengalami kesulitan dalam memahami materi, cepat kehilangan fokus, serta kurang tertarik mengikuti pembelajaran. Selain itu, pemanfaatan media pembelajaran berbasis teknologi di sekolah masih belum optimal, sehingga diperlukan media pembelajaran yang lebih interaktif, menarik, dan sesuai dengan karakteristik belajar siswa tunagrahita.

Penelitian ini bertujuan untuk merancang dan membangun aplikasi media pembelajaran interaktif berbasis Android yang diberi nama SoBat (Solusi bagi Anak Tunagrahita) menggunakan platform Kodular dengan metode pengembangan sistem Agile. Pengumpulan data dilakukan melalui observasi, wawancara, dan studi literatur. Aplikasi SoBat dilengkapi dengan fitur pembelajaran mengenal huruf, angka, hewan, menyusun kata, permainan edukatif, video pembelajaran, serta fitur Suaraku berbasis *Text-to-Speech*. Hasil dari penelitian ini diharapkan dapat menjadi media pembelajaran interaktif berbasis Android yang membantu guru dalam menyampaikan materi serta mendukung siswa tunagrahita dalam memahami materi pembelajaran melalui penyajian visual, audio, dan aktivitas interaktif.

Kata Kunci: Media Pembelajaran Interaktif, Android, Kodular, Tunagrahita, *Text-to-Speech*, SoBat

ABSTRACT

SLB Negeri 1 Padang is a special education school that provides educational services for children with special needs, including students with intellectual disabilities. In the learning process, teachers still rely on conventional teaching methods such as verbal explanations, textbooks, and whiteboards, causing students to experience difficulties in understanding learning materials, lose focus easily, and show limited interest in classroom activities. In addition, the use of technology-based learning media at the school is still limited, creating the need for a more interactive and engaging learning medium that is appropriate for the characteristics of students with intellectual disabilities.

This study aims to design and develop an Android-based interactive learning application called SoBat (Solution for Students with Intellectual Disabilities) using the Kodular platform and the Agile system development method. Data were collected through observation, interviews, and literature studies. The SoBat application is equipped with learning features for recognizing letters, numbers, animals, word arrangement, educational games, learning videos, and a Text-to-Speech-based Suaraku feature. The results of this study are expected to provide an Android-based interactive learning medium that assists teachers in delivering learning materials and supports students with intellectual disabilities in understanding lessons through visual, audio, and interactive learning activities.

Keywords: Interactive Learning Media, Android, Kodular, Intellectual Disabilities, Text-to-Speech, SoBat