

PENGEMBANGAN TRAINER INTERNET OF THINGS SEBAGAI MEDIA PEMBELAJARAN PADA MATA KULIAH INTERNET OF THINGS

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ABSTRACT

This research aims to produce the trainer of Internet of Things for students majoring in Informatics engineering education and assess the feasibility of the Internet of Things trainer for students majoring in informatics engineering education. In the developed trainer, the Internet of Things trainer application is used for remote control using the internet. This research is an R & D research because the result of research is product oriented in the form of trainer and companion module. This study uses a development model that consists of analysis, design, implementation and evaluation, where the location of evaluation and revision are at every stage. Data collection using a questionnaire that has a range of 1 s.d. 4. Obtaining the next questionnaire value is converted to find out the feasibility category. The result of the research shows that the value of media trainer of Internet of things generally get the value 3,33 which interpreted in the category of Very Good and obtained some input that has been improved. Feasibility values ??that can be interpreted very well on the Internet of Things trainer show that this trainer can be used in classroom learning.

Kata Kunci: *Internet of Things, IoT, learning media*