

ABSTRACT

Kharisma Revi Mochammad. Thesis **Use of the Google classroom application for the media classroom to learn English for 10th graders at the SMAN 01 Tulungagung.**

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The study discusses the design of the Google classroom applications on 10th-graders at SMAN 01 great plague, finding a problem in research subjects, which are the lack of technology already available in schools, and the lack of practical value of English materials is that as many as 16 of the 32 students have not yet attained KKM value, the programming of applications is done focus on learning English based on AIDS, The application is designed to develop and make students understand more about the "Google class" application as middle English for 10th graders at the 01st annual SMAN school. The research methods quantitative used are research quantitative and development (q&d) with multimedia development models lee and owens through five stages, namely, analysis, design, development, implementation, and evaluation. Using the file collection technique using the questionnaire's method with the student in English, I immediately conducted a study for the zero-one high school student. The results have been: (1) the use of learning methods and education in using the Google classroom application is the introduction and simulation of the Google classroom application in English using a more effective online application (2) media experts testing to assess the quality of the Google classroom application, which results in a high percentage of 98% value. The materials assessment gets that result

Material assessment gets a viable result at a minimum 80% percentage. Implementation stage for students to get a worthy result with a percentage of worthiness of 73.85%. Based on tests it might be concluded that a use of the Google classroom application would be appropriate to use to support teaching and learning activities for elementary school students at SMAN 01 the great.

Keywords: Android, Unity google classroom English education