

LAMPIRAN-LAMPIRAN

Lampiran A.1 Wawancara Bersama Guru SMK Muhammadiyah 1 Pontianak



Lampiran A.2 Presentasi Running Program



Lampiran A.3 Siswa-Siswi Mengoperasikan Game Melalui Android



Lampiran A.4 Siswa-Siswi Mengisi Kuesioner



Lampiran A.1 Kuesioner

The image shows multiple copies of a questionnaire form from Universitas Sebelas Maret. The forms are overlapping, with the topmost one clearly visible. The form is titled 'Kuesioner' and 'Penelitian: Gambar Kuis Algoritma'. It includes a section for 'Data Diri Responden' (Respondent Data) with fields for Name, Address, and Phone Number. Below this is a section for 'Data Program' (Program Data) with fields for Program Name, Semester, and Class. The main body of the form consists of several tables with checkboxes for evaluating different aspects of the 'Gambar Kuis Algoritma' program. The tables are organized into sections: 'Tampilan Aplikasi' (Application Display), 'Fungsi Aplikasi' (Application Functions), and 'User Friendly Algoritma Program'. Each section contains a list of statements or features, and a grid of checkboxes for 'Ya' (Yes) and 'Tidak' (No) responses. The bottom of the form has a section for 'Catatan' (Remarks) and a signature line.