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# Development of iSpring Suite-Based Mobile Learning on Human Mobility for Grade XI Science

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## Abstract

This study aims to develop and evaluate the validity, practicality, and effectiveness of iSpring Suite-based mobile learning media integrated with gamification and Artificial Intelligence (AI) assistants for human mobility topics. This research employs the Research and Development (R&D) method using the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). The research subjects involved 35 students from Class XI Biology 3 at SMAN 5 Makassar. Data collection was conducted through expert validation sheets, practicality questionnaires, cognitive learning outcome tests, and motivation questionnaires. The results showed that the developed media obtained an Aiken Index of 0.96, placing it in the very valid category. The practicality level reached 100% based on teacher responses and 85.64% from student responses, classifying it as very practical. N-Gain analysis proved an improvement in cognitive learning outcomes by 0.71 (high category) and an increase in learning motivation by 0.79 (high category). In conclusion, this iSpring Suite-based mobile learning application is highly valid, practical, and effective for enhancing high school students' motivation and cognitive learning outcomes.

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