[iJIM] Submission Acknowledgement

Kotak Masuk

The iJIM Editorial Team via Online-Journals.org
<noreply@journals.publicknowledgeproject.org>

Kam, 3 Mar
2022, 14.47

kepada saya, Shalehoddin

Hello,

Dr. Asrul Huda has submitted the manuscript, "The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity" to International Journal of Interactive Mobile Technologies (iJIM).

If you have any questions, please contact me. Thank you for considering this journal as a venue for your work.

The iJIM Editorial Team

International Journal of Interactive Mobile Technologies (iJIM) – http://www.i-jim.org

Authors' Reply

Title	:	**The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity**
Authors	:	Suryo Hartanto, Asrul Huda, Rizky Ema Wulansari, Akrimullah Mubai, Firdaus, Shalehoddin

General

The author would like to thank the reviewers for their comments and suggestions on this paper. These comments are very valuable for improving the quality of the paper. As suggested by the reviewers, regarding additional improvements to the article Designing an Android-Based Interactive Lean Manufacturing Application to Improve Vocational School Students' Work Skills: Development and Validity. The author's reply to the reviewer's comments is presented in detail as follows.

Reviewer #1:

Reviewer Comment	Author Reply
1. Information regarding application development stages needs to be further clarified and supplemented with additional explanations about DFD, Activity Diagrams so that the results of application development are more detailed.	In this study, the design of an android-based interactive lean manufacturing application uses Unified Modeling Language (UML) and Data Flow Diagrams (DFD) modeling. UML is a method in visual modeling that is used as a means of designing object-oriented systems. The purpose of UML modeling in this research is to be able to easily understand, analyze and, facilitate the creation of a program. While DFD is a description of the flow of information that is processed from input to a certain output. DFD focuses on the flow of information, the origin and destination of data, to how the data is stored. DFD in this study aims to explain or analyze an information system. In addition, this diagram can also be used in the software development process. The first thing to do when designing an android-based interactive lean manufacturing application is to create a DFD (see Figure 1), where the DFD is to create an overview of a system, then proceed with coding based on the analyst's directions contained in the DFD. The use case diagram in Figure 2 serves to show the process of activities sequentially in the android-based interactive lean manufacturing application system describes the process of android-based interactive lean

	manufacturing application, displays the sequence of activities in the android-based interactive lean manufacturing application and as a bridge between the manufacturers. with consumers in describing an android-based interactive lean manufacturing application. Activity diagram in Figure 3a and b serve to explain the sequence of activities from the android-based interactive lean manufacturing application for teachers and students shows the sequence in the android-based interactive lean manufacturing application for teachers and students, it is easy to understand the whole android-based interactive lean manufacturing application process. and knowing the activities of actors/users based on the use cases/diagrams made earlier.
2. It is not clear whether the validation results and practicality results meet the criteria.	The results of the validity test of the Android-Based Interactive Lean Manufacturing Application are categorized as good. The final average value obtained is 4.62 with an achievement level of 92.30%. These results were obtained after being assessed by 3 (three) validators. If viewed based on the assessment aspect, it was found that 1 (one) aspect of the assessment was in a good category, namely the use of material substance. For the learning design aspect, the visual communication display and the use of software are in the very good category.
	it can be concluded that the average Practicality Assessment of Android-Based Interactive Lean Manufacturing Application Media is 4.45 with an Achievement rate of 89.00% and is in good (practical) criteria. This means that the practicality of Android-Based Interactive Lean Manufacturing Application Media can be applied. Android-based interactive lean manufacturing application is one of the latest technology-based media solutions that can be used by teachers in both online and offline learning processes that can improve students' work skills [8]. Android-based interactive lean manufacturing application provides learning materials where students can be actively involved in learning, so the android-based interactive lean manufacturing application is one of the computer-based interactive learning media solutions that can improve students' work skills [9].

Reviewer #2:

Reviewer Comment	Author Reply
1. Pg. 3, references Research method and procedures	This type of research is research and development (Research and Development). This research is used to produce a product that is measurable and tested on validity and practicality. According to [5], development research is the process used to develop and validate products.
2. Pg. 3, research sample research sample needs to be explained	This Android-based interactive lean manufacturing application was validated by 3 experts, where the experts assessed the android-based interactive lean manufacturing application that had been developed through the survey questionnaire provided. These 3 experts were chosen based on their scientific fields, those who were chosen were those who had scientific fields or experts in the field of informatics and computers.
3. Pg. 3, Research instrument needs to be explained.	there are 2 instruments used, the first is a practical instrument used to see the usability of the android-based interactive lean manufacturing application, in the needs analysis instrument there are 30 questions regarding the android-based interactive lean manufacturing application. And the second is a validity instrument, there are 30 statements related to the android-based interactive lean manufacturing application. In this study, the instrument used has been validated using an expert judgment strategy.
4. The results section in the paper should be better organized. The figure and tables location should be also adjusted so that they are as close as possible to text describing them.	Thank you. The paper has been re-organized assuggested.
5. There are numerous typographical and grammatical mistakes in the paper. Some sentences need to be restructured.	Thank you. The typographical and grammatical errors have been revised. The paper has been reviewed by native English speaker for improvement.

Kotak Masuk

kepada Suryo Hartanto, saya, Rizky Ema Wulansari, Akrimullah Mubai, Firdaus, Shalehoddin

We have reached a decision regarding your submission to International Journal of Interactive Mobile Technologies (iJIM), "The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity".

Our decision is to: revision

Kotak Masuk

Michael Auer via Online-Journals.org
<noreply@journals.publicknowledgeproject.org>

Sen, 21 Mar
2022, 15.22

kepada Suryo Hartanto, saya, Rizky Ema Wulansari, Akrimullah Mubai, Firdaus, Shalehoddin

We have reached a decision regarding your submission to International Journal of Interactive Mobile Technologies (iJIM), "The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity".

Our decision is to: revision

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Kam, 24 Mar
2022, 21.42

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We have reached a decision regarding your submission to International Journal of Interactive Mobile Technologies (iJIM), "The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity".

Our decision is to: revision

International Journal of Interactive Mobile Technologies (iJIM) – http://www.i-jim.org

Kotak Masuk

**Michael Auer via Online-Journals.org
<noreply@journals.publicknowledgeproject.org>**

Kam, 28 Mar
2022, 00.06

kepada Suryo Hartanto, saya, Rizky Ema Wulansari, Akrimullah Mubai, Firdaus, Shalehoddin

Suryo Hartanto, saya, Rizky Ema Wulansari, Akrimullah Mubai, Firdaus, Shalehoddin:

The editing of your submission, " The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity," is complete. We are now sending it to production.

Changes to the paper are no longer possible. You will receive a proof in good time prior to publication.
The paper is expected to be published in iJIM issue 07 in July.

International Journal of Interactive Mobile Technologies (iJIM) – http://www.i-jim.org

Email : 25 April 2022

[iJIM] Editor Decision Kotak Masuk ×

Michael Auer via Online-Journals.org <noreply@journals.publicknowledgeproject.org>   02.26 (3 jam yang lalu)
kepada saya, Shalehoddin, Michael

Suryo Hartanto, Asrul Huda, Rizky Ema Wulansari, Akrimullah Mubai, Firdaus, Shalehoddin:

We have reached a decision regarding your submission to International Journal of Interactive Mobile Technologies (iJIM), "The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity".

Our decision is to: Accept Submission

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↩ Balas   ↩ Balas ke semua   ➡ Teruskan

Email 14 Juni 2022

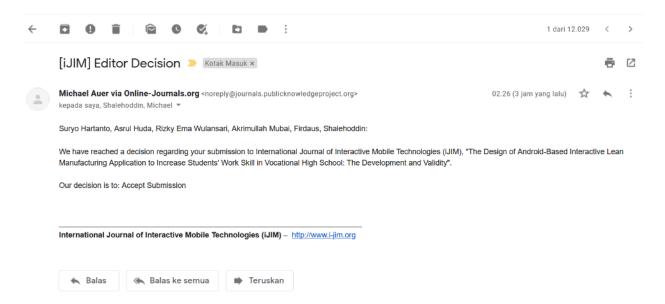# [iJIM][30595][Proof Announcement]: The Design of Android-Based Interactive Lean Manufacturing Application to Increase Students' Work Skill in Vocational High School: The Development and Validity

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Sebastian Schreiter <sschreiter07@gmail.com> 00.06 (23 jam yang lalu)

kepada saya, asrulhuda

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Please read this email carefully – all of the below is important.

Dear Asrul Huda ,

your paper is now scheduled in iJIM Vol. 16 No. 13 (2022), to be published around 11 July 2022.

  — Your final version is now being formatted – DO NOT UPLOAD OR SEND ANOTHER VERSION, it cannot be taken into account.
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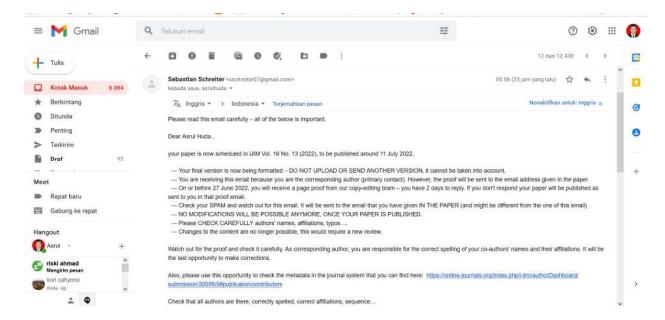corrections.

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Thank you for working with us!
Sebastian Schreiter

Technical Editor
https://online-journals.org

Email 14 juni 2022

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kepada saya

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Thank you for working with us!

11 Juli 2022

Application to Increase Students' Work Skill in Vocational High School: The Development and Validity

Kotak Masuk

Sebastian Schreiter 15.33 (15 menit yang lalu)

kepada saya, asrulhuda

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your article has just been published in iJIM Vol. 16 No. 13 (2022).

Current issue: http://i-jim.org
DOI (links to your article): https://doi.org/10.3991/ijim.v16i13.30595
Your author PDF: http://online-engineering.org/dl/iJIM/iJIM_vol16_no13_2022.pdf

Thank you for working with us!
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Current issue: http://i-jim.org
DOI (links to your article): https://doi.org/10.3991/ijim.v16i13.30595
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Thank you for working with us!
Sebastian Schreiter

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Asrul Huda   15.49 (1 menit yang lalu) ☆ ↩ ⋮