

Mahatma Harisdianto. 2022. *Pengembangan Media Pembelajaran Berbasis Augmented Reality Pada Materi Perakitan komputer*. Skripsi. Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Muhamad Afif Effindi.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan media pembelajaran berbasis *augmented reality* sebagai media pembelajaran interaktif yang telah dilaksanakan sesuai dengan prosedur penelitian berdasarkan pengujian efektivitas, efisiensi, dan daya tarik. Penelitian ini menggunakan metode penelitian pengembangan dengan model pengembangan ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Berdasarkan hasil validasi para ahli didapatkan hasil persentase sebagai berikut: Ahli materi sebesar 98% dengan kualifikasi “sangat tinggi”, dan ahli media sebesar 96% dengan kualifikasi “sangat tinggi”. Sedangkan hasil uji coba sasaran didapatkan hasil persentase sebagai berikut: uji coba perorangan sebesar 91% dengan kualifikasi “sangat tinggi” dan uji coba kelompok kecil sebesar 91% dengan kualifikasi “sangat tinggi”. Dengan demikian media pembelajaran berbasis *augmented reality* yang dikembangkan memiliki nilai efektifitas, efisiensi, dan daya tarik yang tinggi sehingga layak digunakan sebagai media penunjang alternatif dalam pembelajaran pada materi perakitan komputer.

Kata kunci : media pembelajaran, *augmented reality*, ADDIE, dan perakitan komputer.

Mahatma Harisdianto. 2022. *Development of Augmented Reality-Based Learning Media on the computer assembly*. Thesis, Informatics Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: Muhamad Afif Effindi.

ABSTRACT

The purpose of this development research is to develop augmented reality-based learning media as interactive learning media that has been implemented in accordance with research procedures based on testing effectiveness, efficiency, and attractiveness. This research uses development research method with ADDIE development model (Analyze, Design, Develop, Implement, Evaluate). Based on the results of expert validation, the percentage results are as follows: Material experts are 98% with "very high" qualifications, and media experts are 92% with "very high" qualifications. While the results of the target trial, the percentage results are as follows: individual trials of 91% with "very high" qualifications and small group trials of 91% with "very high" qualifications. Thus the augmented reality-based learning media developed has a high value of effectiveness, efficiency, and attractiveness so that it is feasible to be used as an alternative supporting media in learning the computer assembly.

Keywords: *learning media, augmented reality, ADDIE, and computer assembly.*