

ABSTRAK

Media Pembelajaran merupakan bagian penting dalam proses pembelajaran. namun bahan ajar yang digunakan di SMP Muhammadiyah 2 Bojogeroro cukup terbatas, hal tersebut disebabkan oleh Sumber belajar yang sering digunakan dalam kegiatan belajar di kelas adalah buku, pada mata pelajaran IPS sumber belajar dikelas terbatas pada Buku konvensional yang bersifat monoton sehingga kurang dalam menari minat belajar siswa kelas VII. Penelitian ini bertujuan mengembangkan bahan ajar alternatif berupa Aplikasi Media Pembelajaran berbasis augmented reality pada mata pelajaran IPS guna meningkatkan minat belajar peserta didik. Produk dikembangkan dengan menggunakan model penelitian ADDIE yang terdiri dari analisis, design, development, implementation, dan evaluation. Hasil uji terhadap ahli materi mendapatkan sebesar 87%, uji ahli media mendapatkan sebesar 78%, uji coba perorangan mendapat presentase 95%, uji coba kelompok kecil mendapat presentase 88% Dan uji coba kelompok besar mendapatkan presentase 86%. Dapat disimpulkan bahwa Aplikasi Media Pembelajaran berbasis AR yang dikembangkan layak digunakan sebagai bahan ajar alternatif dalam kegiatan pembelajaran.

Kata Kunci: *Augmented Reality*, ADDIE, Peninggalan Kerajaan Hindu-Budha, Respon Peserta Didik.

Abstract

Learning Media is an important part of the process Learning. However, the teaching materials used in SMP Muhammadiyah 2 Bojogeroro is quite limited, this is due to the school system that Cottage-based which causes students to be limited in accessing devices like a mobile phone. Learning resources that are often used in learning activities in the classroom are books, in social studies subjects, learning resources in the classroom are limited to Conventional books that are monotonous so that they lack interest learning for grade VII students. This research aims to develop teaching materials alternatives in the form of augmented reality-based Learning Media Applications on social studies subjects to increase students' interest in learning. Product developed using the ADDIE research model which consists of analytics, design, development, implementation, and evaluation. Test results against material experts get 87%, media expert test gets 78%, Individual trial gets 95% percentage, small group trials get 88% percentage and large group trials get 86% percentage. It can be concluded that the AR-based Learning Media Application developed is suitable for use as an alternative teaching material in learning activities.

Keyword: Augmented Reality, ADDIE, Relics of the Hindu-Buddhist kingdom, Student Response.