

Nabila Rizqiullah. 2025. *Pengembangan Media Pembelajaran Augmented Reality Materi Sumber Energi Alternatif Kelas X di SMKN 1 Kamal*. Skripsi, Program Studi Pendidikan Informatika. Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Prita Dellia, S.Kom., M.Kom.

ABSTRAK

Karakteristik peserta didik kelas X di SMKN 1 Kamal menunjukkan bahwa dalam proses pembelajaran masih terdapat kendala dalam memahami materi Sumber Energi Alternatif secara menyeluruh. Hal ini disebabkan oleh media dan metode pembelajaran yang kurang menarik dan interaktif. Untuk mengatasi permasalahan tersebut, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Augmented Reality* yang dapat meningkatkan pemahaman peserta didik terhadap materi Sumber Energi Alternatif. Penelitian ini menggunakan model pengembangan *ADDIE* yang terdiri dari lima tahap, yaitu *Analysis, Design, Development, Implementation, dan Evaluation*. Instrumen pengumpulan data berupa angket validasi dari ahli media dan validasi terhadap 2 ahli materi, serta angket respon peserta didik. Hasil validasi menunjukkan bahwa media pembelajaran berbasis *Augmented Reality* yang dikembangkan berada dalam kategori sangat layak dengan persentase rata-rata sebesar 92% dari hasil uji 2 ahli materi dan 85% dari ahli media. Selain itu, hasil uji coba terhadap peserta didik juga menunjukkan bahwa media sangat layak digunakan, dengan persentase kelayakan sebesar 93% pada uji perorangan, 94% pada kelompok kecil, dan 91% pada kelompok besar. Berdasarkan data tersebut, dapat disimpulkan bahwa media pembelajaran berbasis *Augmented Reality* ini layak digunakan untuk meningkatkan pemahaman peserta didik terhadap materi Sumber Energi Alternatif.

Kata kunci : *ADDIE, Augmented Reality, Sumber Energi, Media Pembelajaran.*

Nabila Rizqiullah. 2025. *Development of Augmented Reality Learning Media for Alternative Energy Sources for Grade X at SMKN 1 Kamal*. Thesis, Informatics Education Study Program. Faculty of Education, Trunojoyo University, Madura. Advisor Prita Dellia, S.Kom., M.Kom.

ABSTRACT

The characteristics of grade X students at SMKN 1 Kamal show that in the learning process there are still obstacles in understanding the Alternative Energy Sources material as a whole. This is caused by media and learning methods that are less interesting and interactive. To overcome these problems, this study aims to develop Augmented Reality-based learning media that can improve students' understanding of Alternative Energy Sources material.

This study uses the ADDIE development model which consists of five stages, namely Analysis, Design, Development, Implementation, and Evaluation. The data collection instruments are in the form of validation questionnaires from media experts and validation of 2 material experts, as well as student response questionnaires. The validation results show that the Augmented Reality-based learning media developed is in the very feasible category with an average percentage of 92% from the test results of 2 material experts and 85% from media experts. In addition, the results of the trial on students also showed that the media is very feasible to use, with a feasibility percentage of 93% in individual tests, 94% in small groups, and 91% in large groups. Based on these data, it can be concluded that Augmented Reality-based learning media is suitable for use to improve students' understanding of the Alternative Energy Sources material.

Keywords: *ADDIE, Augmented Reality, Energy Source, Learning Media.*