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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berupa game edukasi berbasis *Augmented Reality* (AR) pada materi Keselamatan, Kesehatan Kerja, dan Lingkungan Hidup (K3LH) bagi siswa kelas X TKJ di SMKN 3 Bangkalan. Metode yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahapan: *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Produk yang dikembangkan adalah aplikasi game edukasi berbasis AR untuk perangkat Android. Hasil uji kelayakan menunjukkan bahwa media ini sangat layak digunakan. Persentase penilaian dari ahli materi 1 adalah 94,2%, dan dari ahli materi 2 sebesar 94,2%. Sementara itu, ahli media 1 memberikan penilaian sebesar 97,2%, dan ahli media 2 sebesar 90%. Uji coba kepada peserta didik juga memberikan hasil sangat baik, dengan uji coba perorangan memperoleh 90,6%, kelompok kecil 92,5%, dan kelompok besar 93,4%. Seluruh hasil tersebut termasuk dalam kategori "Sangat Layak". Dengan demikian, media *game* edukasi ini mampu mendukung pembelajaran siswa secara lebih menyenangkan, mudah dipahami, dan sesuai dengan pengalaman nyata yang mereka temui di lingkungan sekitar.

Kata Kunci: ADDIE, Augmented Reality, Game Edukasi, K3LH, Media Pembelajaran,.

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ABSTRACT

This research aims to develop interactive learning media in the form of an educational game based on Augmented Reality (AR) for the subject of Occupational Safety, Health, and Environmental Protection (K3LH) for Grade X TKJ students at SMKN 3 Bangkalan. The method used is Research and Development (R&D) with the ADDIE development model consisting of five stages: Analysis, Design, Development, Implementation, and Evaluation. The product developed is an Android-based educational game application. Feasibility test results show that the media is highly appropriate for use. The percentage given by material expert 1 was 94.2%, and material expert 2 also gave 94.2%. Meanwhile, media expert 1 gave a score of 97.2%, and media expert 2 scored 90%. Student trials also resulted in very good outcomes, with individual trials scoring 90.6%, small group trials 92.5%, and large group trials 93.4%. All of these results fall into the "Highly Feasible" category. Thus, this educational game media can support student learning in a way that is more enjoyable, easy to understand, and aligned with real-life experiences.

Keywords: ADDIE, Augmented Reality, Educational Game, K3LH, Learning Media.