

Rifqi Farhanul Ihsan. 2025. *Pengembangan Media Pembelajaran Berbasis Android Berbantuan Augmented Reality Pada Materi Sistem Tata Surya*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Android* yang didukung teknologi *Augmented Reality* (AR) pada materi sistem tata surya untuk siswa kelas VI di SDN Kraton 5 Bangkalan. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahap: Analysis, Design, Development, Implementation, dan Evaluation. Produk yang dikembangkan berupa aplikasi *Android* yang memiliki tiga fitur utama, yaitu penyajian materi, visualisasi AR, dan kuis evaluasi. Hasil total validasi oleh ahli materi dosen dan guru menunjukkan tingkat kelayakan sangat layak dengan skor 84%, dan hasil total validasi oleh ahli media dosen dan guru menunjukkan hasil 85%, yang termasuk kategori sangat layak. Respon siswa terhadap media ini diperoleh dari tiga tahap uji coba, yaitu uji coba perorangan (83%), kelompok kecil (82%), dan kelompok besar (82%), semuanya dalam kategori sangat baik. Berdasarkan hasil tersebut, dapat disimpulkan bahwa media pembelajaran berbasis *Android* berbantuan *Augmented Reality* ini efektif dan layak digunakan dalam proses pembelajaran, khususnya untuk meningkatkan pemahaman siswa terhadap materi sistem tata surya.

Kata Kunci: Media Pembelajaran, *Android*, *Augmented Reality*, Sistem Tata Surya

Rifqi Farhanul Ihsan. 2025. Development of Android-Based Learning Media Supported by Augmented Reality on the Solar System Material. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Advisor: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRACT

This study aims to develop Android-based learning media supported by Augmented Reality (AR) technology for the solar system material, targeting sixth-grade students at SDN Kraton 5 Bangkalan. The research employed the Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The developed product is an Android application featuring three main components: learning materials, AR visualization, and evaluation quizzes. The validation results from subject matter experts indicated a very feasible level with a score of 97%, while the media expert validation yielded a score of 88%, also categorized as very feasible. Student responses were obtained through three stages of trials: individual trial (92%), small group trial (90%), and large group trial (91%), all categorized as very good. Based on these results, it can be concluded that the Android-based learning media supported by Augmented Reality is effective and appropriate for use in the learning process, particularly in enhancing students' understanding of the solar system material.

Keyword: *Learning Media, Android, Augmented Reality, Solar System*