

Ahmad Latifurrohman. 2025. *Pengembangan Augmented Reality Karapan Sapi Sebagai Media Pembelajaran Fisika di Smpn 1 Socah Pada Materi Usaha Dan Energi*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRAK

Fisika merupakan bidang ilmu sains yang bersifat abstrak sehingga siswa kesulitan memahami materi. Kesulitan siswa meliputi pemahaman konsep, simbol, rumus, dan menghitung. Oleh karena itu, diperlukan inovasi pengembangan dalam pembelajaran. Penelitian ini bertujuan mengembangkan media pembelajaran berbasis android berbantuan *Augmented Reality* karapan sapi untuk meningkatkan ketertarikan dan pemahaman siswa. Materi yang disajikan yaitu Usaha dan Energi. Penelitian ini menggunakan model penelitian *ADDIE* terdiri dari tahapan *Analysis, Design, Development, Implementation, dan Evaluation*. Instrumen pengambilan data menggunakan lembar angket validasi ahli media, validasi ahli materi, dan angket respon siswa. Penelitian ini menghasilkan media pembelajaran fisika berbantuan *Augmented Reality* karapan sapi memperoleh persentase validasi ahli materi 98% dan validasi ahli media 93% dengan kriteria sangat layak. Hasil uji respon siswa memperoleh persentase pada uji perorangan 95%, uji kelompok kecil 95%, dan uji kelompok besar 97% dengan kriteria sangat praktis. Berdasarkan hasil penelitian pengembangan media pembelajaran fisika berbantuan *Augmented Reality* karapan sapi dinyatakan sangat layak digunakan sebagai media pembelajaran untuk meningkatkan ketertarikan belajar dan pemahaman materi Usaha dan Energi.

Kata Kunci: *ADDIE, Augmented Reality, Usaha dan Energi, Media Pembelajaran, Karapan Sapi*

Ahmad Latifurrohman. 2025. *Development of Augmented Reality Bull Racing as a Physics Learning Medium at Smpn 1 Socah on the Material of Work and Energy. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Dr. Sigit Dwi Saputro, S.Pd., M.Pd*

ABSTRACT

Physics is an abstract field of science, making it difficult for students to understand the material. Students' difficulties include understanding concepts, symbols, formulas, and calculations. Therefore, innovation in learning development is needed. This study aims to develop an Android-based learning media assisted by Augmented Reality *karapan sapi* to increase students' interest in learning and understanding. The material presented is Work and Energy. This study uses the ADDIE research model, which consists of the stages of Analysis, Design, Development, Implementation, and Evaluation. The data collection instruments used are media expert validation questionnaires, material expert validation, and student response questionnaires. This study produced a physics learning media assisted by Augmented Reality *karapan sapi*, which obtained a material expert validation percentage of 98% and media expert validation of 93% with very feasible criteria. The student response test results obtained a percentage of 95% in the individual test, 95% in the small group test, and 97% in the large group test, with a very practical criterion. Based on the results of the research, the development of physics learning media assisted by Augmented Reality *karapan sapi* is declared very feasible to be used as learning media to increase learning interest and understanding of the subject of Work and Energy.

Keywords: *ADDIE, Augmented Reality, Business and Energy, Learning Media, Bull Racing*