

Khoirul Amin Abidin, 2023. *Pengembangan Media Pembelajaran Perakitan Komputer Mata Pelajaran Dasar Program Keahlian Berbasis Augmented Reality Di SMKN 1 Labang*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.
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ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan serta mengetahui kelayakan media pembelajaran berbasis *augmented reality* pada materi perakitan komputer. Penelitian merupakan penelitian pengembangan menggunakan model ADDIE (*Analysis, Design, Development, Implementation dan Evaluation*). Populasi yang digunakan yaitu siswa kelas X TKJ SMKN 1 Labang dengan sampel penelitian sebanyak 28 siswa. Hasil penelitian menunjukkan bahwa Hasil validasi ahli media memperoleh persentase sebesar 91,43% dengan keterangan sangat valid dan hasil validasi ahli materi sebesar 95,38% dengan keterangan sangat valid. Hasil uji coba media pembelajaran terhadap peserta didik mendapat persentase sebesar 94,17% dengan keterangan sangat tinggi pada uji perorangan, 78,89% dengan keterangan tinggi pada uji kelompok kecil dan 79,4% dengan keterangan tinggi pada uji kelompok besar. Hasil tersebut menyatakan bahwa media pembelajaran berbasis *Augmented Reality* pada materi perakitan komputer di SMKN 1 Labang dinyatakan layak dan dapat diterapkan dalam pembelajaran.

Kata kunci : *Augmented Reality*, kelayakan, perakitan komputer.

Khoirul Amin Abidin, 2023. Development of Computer Assembling Learning Media Basic Subjects Augmented Reality-Based Skills Program at SMKN 1 Labang. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura.
Advisor : Prita Delia

ABSTRACT

The purpose of this study was to develop and determine the feasibility of learning media based on augmented reality on computer assembly material. This research is development research using the ADDIE model (Analysis, Design, Development, Implementation and Evaluation). The population used was class X TKJ SMKN 1 Labang with a sample of 28 students. The results showed that the validation results of media experts obtained a percentage of 91.43% with very valid information and the validation results of material experts were 95.38% with very valid information. The results of learning media trials on students got a percentage of 94.17% with very high information on the individual test, 78.89% with high information on the small group test and 79.4% with high information on the large group test. These results state that learning media based on Augmented Reality on computer assembly material at SMKN 1 Labang is declared feasible and can be applied in learning.

Keywords : Augmented Reality, computer assembly, feasibility.