

Farah Akmalia Maylani. 2026. *Pengembangan Media Pembelajaran Augmented Reality Optical Tour Pada Materi Alat Optik Untuk Siswa Kelas VIII*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Augmented Reality* pada materi alat optik untuk siswa kelas VIII di SMP Negeri 1 Tulangan. Proses pengembangan menggunakan model *ADDIE* yang meliputi tahapan Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Hasil dari analisis menunjukkan kebutuhan akan media pembelajaran pada mata pelajaran IPA khususnya materi alat optik. Serta kurangnya fasilitas alat laboratorium untuk merepresentasikan alat optik. Media dikembangkan menggunakan *Unity*, *CorelDraw*, dan *Canva*. Validasi dilakukan oleh ahli materi dengan hasil skor 80% yang dikategorikan “Layak” dan ahli media mendapatkan persentase 83% yang dikategorikan “Sangat Layak”. Uji respon siswa dilakukan dalam tiga tahap, yakni uji coba perorangan memperoleh persentase sebanyak 87%, uji coba kelompok kecil memperoleh persentase sebanyak 92%, dan uji coba kelompok besar memperoleh persentase sebanyak 90% dengan kriteria “sangat baik”. Hasil ini menunjukkan bahwa media yang dikembangkan layak digunakan dan diterima dengan baik oleh siswa.

Kata kunci : media, *Augmented Reality*, *android*, Alat Optik, *ADDIE*

Farah Akmalia Maylani. 2026. *Development of an Augmented Reality Optical Tour Learning Tool for the Optical Instruments Curriculum for Eighth-Grade Students*. Thesis, Computer Science Education Program, Faculty of Teacher Training and Education, Trunodjoyo University of Madura. Advisor: Evy Maya Stefany, S.Pd., M.Pd..

ABSTRACT

This study aims to develop an Augmented Reality-based learning medium on optical instruments for eighth-grade students at SMP Negeri 1 Tulangan. The development process utilized the ADDIE model, which includes the stages of Analysis, Design, Development, Implementation, and Evaluation. The results of the analysis indicate a need for learning media in science classes, particularly regarding optical instruments. Additionally, there is a lack of laboratory equipment to demonstrate optical instruments. The media was developed using Unity, CorelDraw, and Canva. Validation was conducted by subject matter experts, yielding a score of 80%, categorized as "Acceptable," while media experts assigned a score of 83%, categorized as "Highly Acceptable." Student response testing was conducted in three stages: individual trials yielded a 87% response rate, small-group trials yielded a 92% response rate, and large-group trials yielded a 90% response rate, all meeting the "very good" criterion. These results indicate that the developed media is suitable for use and is well-received by students.

Keywords: media, Augmented Reality, Android, optical devices, ADDIE