

Muhammad Fajrul Islam. 2026. *Pengembangan Media Pembelajaran Berbasis Augmented Reality Pada Materi Perakitan komputer di Smkn 3 Bangkalan*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Laili Cahyani, S.Kom, M.Kom

ABSTRAK

Tujuan dari studi ini adalah untuk mengembangkan, menguji tingkat kelayakan, serta menganalisis respons peserta didik terhadap penerapan media pembelajaran perakitan komputer untuk siswa kelas X TKJ di SMKN 3 Bangkalan. Studi ini mengaplikasikan metode penelitian pengembangan (*Research and Development* atau R&D) yang berpedoman pada model ADDIE, adapun tahapan *Analysis, Design, Development, Implementation, dan Evaluation*. Pengumpulan data dilakukan melalui kegiatan observasi, wawancara, serta penyebaran kuesioner. Sementara itu, teknik analisis data yang diterapkan memadukan analisis deskriptif kualitatif dan kuantitatif. Dengan temuan dari penelitian ini memaparkan hasil sebagai berikut: (1) ahli materi 90,91% dengan predikat sangat valid dan tanpa revisi, (3) ahli media memberikan nilai 88% dengan predikat sangat valid dan tanpa revisi, (4) uji coba perorangan mencatatkan nilai 94% dengan predikat respons valid, (5) uji coba kelompok kecil mencatatkan nilai 94% dengan predikat respons sangat valid, dan (6) uji coba kelompok besar mencatatkan nilai 95,64% dengan predikat respons sangat valid. Sebagai kesimpulan, media pembelajaran perakitan komputer ini sangat memenuhi kelayakan untuk digunakan dalam pembelajaran materi perakitan komputer di kelas X TKJ SMKN 3 Bangkalan, serta sukses meraih ulasan dengan kategori “sangat valid” dari para siswa.

Kata kunci: ADDIE, Augmented Reality, Media Pembelajaran, Perakitan Komputer, Android.

Muhammad Fajrul Islam. 2026. Development of Augmented Reality-Based Learning Media for Computer Assembly Materials at SMKN 3 Bangkalan. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University of Madura. Advisor: Laili Cahyani, S.Kom., M.Kom.

ABSTRACT

The purpose of this study was to develop, determine the feasibility, and analyze students' responses toward the implementation of computer assembly learning media for tenth-grade students of Computer and Network Engineering (TKJ) at SMKN 3 Bangkalan. This study employed the Research and Development (R&D) method based on the ADDIE model, which consists of the stages of Analysis, Design, Development, Implementation, and Evaluation. Data were collected through observations, interviews, and questionnaires. Meanwhile, the data analysis technique combined qualitative and quantitative descriptive analysis. The findings of this study revealed the following results: (1) the material expert validation obtained a score of 90,91% with a "very valid" category and no revisions required; (2) the media expert validation obtained a score of 88% with a "very valid" category and no revisions required; (3) the individual trial obtained a score of 94% with a valid response category; (4) the small-group trial obtained a score of 94% with a "very valid" response category; and (5) the large-group trial obtained a score of 95.64% with a "very valid" response category. In conclusion, the computer assembly learning media developed in this study is highly feasible for use in teaching computer assembly materials for tenth-grade TKJ students at SMKN 3 Bangkalan and received a "very valid" response from students.

Keywords: *ADDIE, 2D and 3D Animation, Gamification, Learning Media.*