

Muhtarom. 2024. *Pengembangan Media Pembelajaran Perakitan Komputer Berbasis Augmented Reality pada Mata Pelajaran Komputer dan Jaringan Dasar Kelas X SMK AL Baisuny*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Ibu Laili Cahyani, S.Kom., M.Kom

ABSTRAK

Tujuan penelitian ini adalah mengembangkan dan menguji kelayakan media pembelajaran simulasi perakitan komputer berbasis *Augmented Reality* di SMK Al Baisuny jurusan TKJ, Kelas X pada mata pelajaran komputer dan jaringan dasar pokok bahasan perakitan komputer. Penelitian ini merupakan penelitian dan pengembangan. Proses pengembangan produk menggunakan model pengembangan ADDIE. Pengumpulan data dilakukan dengan observasi, wawancara serta angket kuesioner 1 orang ahli media, 1 orang ahli materi dan 16 orang siswa. Media pembelajaran interaktif AR Perakitan komputer berbasis Android pada mata pelajaran Komputer dan Jaringan Dasar kelas X TKJ di SMK Al Baisuny yang dihasilkan kemudian dilakukan uji kelayakan oleh ahli media mendapatkan persentase 77,65% dan ahli materi mendapatkan persentase 100% yang berarti layak untuk digunakan sebagai media pembelajaran. Serta uji coba kepada 16 orang siswa dengan total persentase 85% (Layak). Hasil uji kelayakan menunjukkan media pembelajaran yang dihasilkan layak digunakan sebagai alat bantu pembelajaran pada matapelajaran Komputer dan Jaringan Dasar khususnya pada kompetensi dasar perakitan komputer di kelas X TKJ SMK Al Baisuny.

Kata Kunci: Media Pembelajaran, Perakitan Komputer, Augmented Reality, ADDIE, Kelayakan

Muhtarom. 2024. *Development of Augmented Reality-Based Computer Assembly Learning Media in Basic Computer and Network Subjects Class X AL BAisuny Vocational School*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Mrs. Laili Cahyani, S.Kom., M.Kom

ABSTRACT

The aim of this study is to develop and test the feasibility of computer assembly simulation learning media based on Augmented Reality in SMK Al Baisuny majoring in TKJ, Class X on computer subjects and basic networks of computer assembly topics. This research is research and development. The product development process uses the ADDIE development model. Data collection was carried out by observation, interviews and questionnaires of 1 media expert, 1 material expert and 16 students. Interactive learning media AR Android-based computer assembly on Computer and Networking subjects X grade TKJ in SMK Al Baisuny resulting then conducted due diligence by media experts getting 77.65% percentage and material expert getting 100% percentage which means it deserves to be used as a learning medium. As well as a trial to 16 students with a total percentage of 85% (Decent). The results of the feasibility study showed that the resulting learning medium is worth using as a learning aid in the Computer and Basic Networking class, especially in the basic competencies of computer assembly in the X class of TKJ SMK Al Baisuny.

Keywords: *Learning Media, Computer Assembly, Augmented Reality, ADDIE, Feasibility*