

Alfian Andika El-Faizi. 2026. Pengembangan Game Edukasi Berbasis *Augmented Reality* pada Materi Desain Grafis Kelas X. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing 1: Luluk Mauli Diana, S.SI., M.Pd.

ABSTRAK

Perkembangan teknologi informasi dalam bidang pendidikan mendorong perlunya inovasi media pembelajaran yang mampu meningkatkan motivasi dan keterlibatan peserta didik dalam proses belajar. Berdasarkan hasil observasi di SMKN 1 Kamal, pembelajaran Desain Grafis masih didominasi oleh penggunaan media PowerPoint sehingga siswa mengalami kesulitan memahami materi yang bersifat abstrak serta menunjukkan minat belajar yang rendah. Penelitian ini bertujuan untuk mengembangkan media pembelajaran interaktif berupa *game* edukasi berbasis *Augmented Reality* pada materi Desain Grafis bagi siswa kelas X Desain Komunikasi Visual di SMKN 1 Kamal. Metode yang digunakan adalah Research and Development (R&D) dengan model pengembangan ADDIE yang terdiri atas lima tahapan, yaitu Analysis, Design, Development, Implementation, dan Evaluation. Produk yang dikembangkan berupa aplikasi *game* edukasi berbasis *Augmented Reality* untuk perangkat Android. Hasil uji kelayakan menunjukkan bahwa media yang dikembangkan berada pada kategori Sangat Layak. Persentase penilaian dari ahli materi 1 sebesar 82,8% dan ahli materi 2 sebesar 95,7%, sedangkan penilaian dari ahli media 1 sebesar 81,8% dan ahli media 2 sebesar 98,1%. Hasil uji coba kepada siswa juga menunjukkan kategori Sangat Layak, dengan persentase sebesar 90,95% pada uji coba perorangan, 85,48% pada uji coba kelompok kecil, dan 82,32% pada uji coba kelompok besar. Dengan demikian, media *game* edukasi berbasis *Augmented Reality* yang dikembangkan dinyatakan sangat layak digunakan sebagai media pembelajaran serta mampu mendukung proses pembelajaran yang lebih menarik, interaktif, dan mudah dipahami oleh siswa.

Kata Kunci: *Game Edukasi, Augmented Reality, Media Pembelajaran, ADDIE.*

Alfian Andika El-Faizi. 2026. *Development of an Augmented Reality-Based Educational Game on Grade X Graphic Design Material*. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University of Madura. Advisor 1: Luluk Mauli Diana, S.SI., M.Pd.

ABSTRACT

The rapid development of information technology in education has encouraged the need for innovative learning media that can enhance students' motivation and engagement in the learning process. Based on observations conducted at SMKN 1 Kamal, Graphic Design learning was still dominated by PowerPoint presentations, causing students to experience difficulties in understanding abstract concepts and showing low learning interest. This study aimed to develop an interactive learning medium in the form of an Augmented Reality-based educational game for Graphic Design material for tenth-grade Visual Communication Design students at SMKN 1 Kamal. The research employed the Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The product developed was an Augmented Reality-based educational game application for Android devices. The feasibility test results indicated that the developed media was categorized as Highly Feasible. The material expert validation scores were 82.8% and 95.7%, while the media expert validation scores were 81.8% and 98.1%, respectively. Student trials also showed Highly Feasible results, with percentages of 90.95% for the one-to-one trial, 85.48% for the small-group trial, and 82.32% for the large-group trial. Therefore, the developed Augmented Reality-based educational game is highly feasible for use as a learning medium and is capable of providing a more engaging, interactive, and comprehensible learning experience for students.

Keywords: *Educational Game, Augmented Reality, Learning Media, ADDIE.*