

## ABSTRAK

Revolusi Industri 4.0 sudah memasuki Indonesia tidak luput pula dunia pendidikan. Efek yang terjadi salah satunya peningkatan penggunaan *Smartphone* termasuk pada siswa SMP. Penggunaan *Smartphone* oleh siswa SMP lebih banyak digunakan. Disinilah peluang pendidikan menyikapi revolusi industri 4.0 dengan memanfaatkan teknologi sebagai media pembelajaran. Tujuan dari penelitian ini untuk mengukur kelayakan dan respons siswa terhadap media pembelajaran *Augmented Reality* berbasis android pada materi sistem tata surya. Penelitian menggunakan model pengembangan *Waterfall* yang memiliki alur pengembangan analisis, desain, implementasi, pengujian, dan penerapan. Subjek penelitian SMPN 1 M odung VII dengan jumlah 20 orang. Hasil dari penelitian ini hasil analisis aspek media memperoleh rata-rata validitas sebesar 94,44% dengan kriteria sangat valid. Hasil respons siswa terhadap media memperoleh rata-rata secara keseluruhan sebesar 79,4% dengan kriteria respons siswa yang baik. Berdasarkan hasil tersebut dapat diketahui bahwa *Augmented Reality* sangat layak digunakan sebagai media pembelajaran.

**Kata Kunci :** *Augmented Reality*, Revolusi Industri 4.0, *Smartphone*

## ABSTRACT

The Industrial Revolution 4.0 has entered Indonesia and the world of education has not escaped. One of the effects that occurs is the increase in the use of Smartphones, including in junior high school students. Smartphone use by junior high school students is more widely used. This is where educational opportunities respond to the industrial revolution 4.0 by utilizing technology as a learning medium. The purpose of this study was to measure the feasibility and response of students to android-based *Augmented Reality* learning media in the solar system material. The research uses the Waterfall development model which has a development flow of analysis, design, implementation, testing, and application. The research subjects of SMPN 1 M odung VII were 20 people. The results of this study the results of the analysis of media aspects obtained an average validity of 94.44% with very valid criteria. The results of student responses to the media obtained an overall average of 79.4% with good student response criteria. Based on these results, it can be seen that *Augmented Reality* is very feasible to be used as a learning medium.

**Keywords:** *Augmented Reality*, Industrial Revolution 4.0, *Smartphone*, Solar System