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## ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Augmented Reality* (AR) pada materi Keselamatan dan Kesehatan Kerja (K3), khususnya Alat Pelindung Diri (APD), serta mengetahui tingkat kelayakan dan respons peserta didik terhadap media yang dikembangkan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan *ADDIE* yang terdiri atas tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek penelitian terdiri atas satu ahli materi, satu ahli media, serta peserta didik kelas industri SMK Semen Gresik yang terlibat dalam uji coba perorangan sebanyak 2 peserta didik, uji coba kelompok kecil sebanyak 8 peserta didik, dan uji coba kelompok besar sebanyak 20 peserta didik. Teknik pengumpulan data menggunakan angket validasi dan angket respons peserta didik. Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan memperoleh skor validasi ahli materi sebesar 91% dan validasi ahli media sebesar 98% dengan kategori sangat layak. Hasil uji coba perorangan memperoleh persentase 89%, uji coba kelompok kecil 87%, dan uji coba kelompok besar 83%, yang seluruhnya termasuk kategori sangat layak. Media pembelajaran yang dikembangkan dapat menampilkan objek APD dalam bentuk tiga dimensi, dilengkapi video pembelajaran dan soal evaluasi, serta dapat digunakan secara *offline* pada perangkat *Android*. Berdasarkan hasil penelitian, dapat disimpulkan bahwa media pembelajaran berbasis *Augmented Reality* pada materi APD sangat layak digunakan sebagai media pembelajaran dan memperoleh respons yang sangat baik dari peserta didik.

**Kata Kunci:** *Augmented Reality, Media Pembelajaran, Keselamatan dan Kesehatan Kerja (K3), ADDIE.*

Muhammad Yafi' Bahytsany. 2026. *Development of Augmented Reality-Based Occupational Health and Safety (OHS) Learning Media for the Indospring Class at SMK Semen Gresik. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Muhamad Afif Effindi, S.Kom., M.T.*

### **ABSTRACT**

*This study aims to develop an Augmented Reality (AR)-based learning media on Occupational Health and Safety (OHS), particularly Personal Protective Equipment (PPE), and to determine the feasibility and students' responses toward the developed media. This study 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 research subjects consisted of one material expert, one media expert, and industrial Class students of SMK Semen Gresik who participated in individual trials involving 2 students, small-group trials involving 8 students, and large-group trials involving 20 students. Data were collected using validation questionnaires and student response questionnaires. The results showed that the developed learning media obtained a feasibility score of 91% from the material expert and 98% from the media expert, both categorized as highly feasible. The individual trial resulted in a score of 89%, the small-group trial 87%, and the large-group trial 83%, all of which were categorized as highly feasible. The developed learning media is capable of displaying PPE objects in three-dimensional form, is equipped with instructional videos and Evaluation quizzes, and can be used offline on Android devices. Based on the findings, it can be concluded that the Augmented Reality-based learning media on Personal Protective Equipment (PPE) is highly feasible for use as a learning medium and receives very positive responses from students.*

**Keywords:** *Augmented Reality, Learning Media, Occupational Health and Safety (OHS), ADDIE.*

