

ABSTRAK

Tujuan dilakukannya penelitian pengembangan ini adalah untuk mengembangkan dan memvalidasi media pembelajaran berbasis *virtual reality* sebagai media pembelajaran yang layak digunakan untuk materi sistem tata surya. Penelitian ini merupakan penelitian dan pengembangan atau *Research and Development (R&D)* dengan model pengembangan ADDIE yang memiliki lima tahapan, yaitu: *Analyze* (analisis), *Design* (desain), *Development* (pengembangan), *Implementation* (implementasi), dan *Evaluation* (evaluasi). Penelitian ini dilakukan di SMP Negeri 1 Kamal dengan subjek kelas VII H. Kelayakan media pembelajaran ini ditinjau dari aspek materi dan aspek media. Uji coba dalam penelitian ini memiliki tiga tahapan, yaitu perorangan (3 orang), kelompok kecil (9 orang), dan kelompok besar (20 orang). Metode pengumpulan data yang digunakan yaitu angket respon siswa. Hasil validasi ahli media sebesar 90% menunjukkan media sangat layak digunakan. Hasil validasi ahli materi sebesar 90% menunjukkan media sangat layak digunakan. Hasil uji coba perorangan sebesar 95,83% menunjukkan media sangat layak digunakan. Hasil uji coba kelompok kecil sebesar 95,56% menunjukkan media sangat layak digunakan. Hasil uji coba kelompok besar sebesar 94,88% menunjukkan media sangat layak digunakan. Berdasarkan hasil-hasil tersebut, pengembang menyimpulkan bahwa media pembelajaran sistem tata surya berbasis *virtual reality* sangat layak digunakan dalam pembelajaran.

Kata-Kata Kunci : *virtual reality*, sistem tata surya, media pembelajaran

ABSTRACT

The material of the solar system is one of the material which is quite difficult in giving its concrete form. Most educators only present two-dimensional images and videos in learning about the solar system. The use of virtual reality media is very helpful for students in learning the material of the solar system, because the media can present three or even four dimensions. The purpose of this development research is to develop and validate virtual reality based learning media as a learning medium that is suitable for use in solar system material. This research is a research and development or Research and Development (R & D) with ADDIE development model which has five stages, namely: Analyze (analysis), Design (design), Development (development), Implementation (implementation), and Evaluation (evaluation). This research was conducted in 1 Kamal Public Middle School with the subject of class VII H. The feasibility of this learning media was reviewed from the material aspects and media aspects. The trial in this study has three stages, namely individuals (3 people), small groups (9 people), and large groups (20 people). Data collection method used is student response questionnaire. The results of media expert validation by 90% indicate that the media is very suitable for use. The results of material expert validation by 90% indicate that the media is very suitable for use. Individual trial results of 95.83% indicate that the media is very suitable for use. The results of small group trials of 95.56% indicate that the media is very feasible to use. The results of a large group trial of 94.88% indicate that the media is very feasible to use. Based on these results, the developer concluded that the learning media of a solar reality system based on virtual reality is very feasible to use in learning.

Keywords: Virtual reality, Solar system, Learning media