

Fathoni Misbahul Anwar. 2025. *Pengembangan Media Pembelajaran Pada Materi Peninggalan Kerajaan Hindu Buddha Berbasis Augmented Reality di SMKS Darul Mustofa*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Prita Dellia, S.Kom., M.Kom.

ABSTRAK

Pembelajaran sejarah di SMKS Darul Mustofa masih berlangsung secara monoton, minim visualisasi, dan kurang interaktif. Penggunaan media pembelajaran yang terbatas pada buku teks dan presentasi konvensional seperti PowerPoint menyebabkan peserta didik kurang antusias dan kesulitan memahami materi, terutama mengenai peninggalan Kerajaan Hindu-Buddha yang bersifat abstrak dan membutuhkan visualisasi konkret. Berdasarkan permasalahan tersebut, penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis Augmented Reality (AR) pada materi peninggalan Kerajaan Hindu-Buddha, serta menguji tingkat kelayakan dan respons peserta didik terhadap media yang dikembangkan. Penelitian ini menggunakan model pengembangan *ADDIE* yang meliputi tahapan *Analysis, Design, Development, Implementation, dan Evaluation*. Teknik pengumpulan data mencakup observasi, wawancara, dan angket. Subjek uji coba dalam penelitian ini meliputi ahli materi, ahli media, serta peserta didik kelas X Perhotelan di SMKS Darul Mustofa. Berdasarkan hasil validasi, media pembelajaran berbasis Augmented Reality (AR) dinyatakan sangat layak, dengan rata-rata persentase skor validasi dari ahli materi sebesar 83% dan rata-rata dari ahli media sebesar 90%. Respon peserta didik terhadap media ini juga menunjukkan hasil yang sangat positif, dengan tingkat kelayakan sebesar 85% pada uji coba perorangan, 85% pada uji kelompok kecil, dan 90% pada uji kelompok besar. Hasil tersebut menunjukkan bahwa media pembelajaran berbasis AR pada materi peninggalan Kerajaan Hindu Buddha sangat layak dan efektif digunakan untuk media pembelajaran.

Kata Kunci: *ADDIE*, Augmented Reality, Media Pembelajaran, Kerajaan Hindu Buddha, Sejarah.

Fathoni Misbahul Anwar. 2025. Development of Learning Media on Hindu Buddhist Kingdom Heritage Material Based on Augmented Reality. Thesis, Informatics Education Study Program, Faculty of Education, Universitas Trunojoyo Madura. Advisor: Prita Dellia, S.Kom., M.Kom.

ABSTRACT

History learning at SMKS Darul Mustofa is still conducted in a monotonous manner, with minimal visualization and limited interactivity. The use of instructional media is confined to textbooks and conventional presentations such as PowerPoint, resulting in low student enthusiasm and difficulties in understanding the material especially topics related to Hindu Buddhist heritage, which are abstract and require concrete visualization. In response to this issue, the present study aims to develop Augmented Reality (AR) based learning media for the topic of Hindu-Buddhist historical heritage, and to evaluate its feasibility as well as student responses toward the developed media. This study employed the ADDIE development model, consisting of the stages of Analysis, Design, Development, Implementation, and Evaluation. Data collection techniques included observation, interviews, and questionnaires. The test subjects comprised material experts, media experts, and tenth-grade students in the Hospitality program at SMKS Darul Mustofa. The validation results indicated that the AR based learning media is highly feasible, with an average validation score of 83% from material experts and 90% from media experts. Student responses to the media were also highly positive, with feasibility scores of 85% in individual trials, 85% in small group trials, and 90% in large group trials. These results demonstrate that the AR-based learning media on Hindu-Buddhist heritage is highly appropriate and effective for use in educational settings.

Keywords: *ADDIE, Augmented Reality, Learning Media, Hindu-Buddhist Kingdom, History.*