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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Augmented Reality* Kapal Jokotole pada materi Hukum Archimedes guna meningkatkan pemahaman peserta didik terhadap konsep fisika secara interaktif dan kontekstual. Pengembangan media dilakukan menggunakan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Media dikembangkan menggunakan aplikasi Unity dan Blender. Fitur utama yang disediakan meliputi visualisasi objek 3D Kapal Jokotole, simulasi konsep terapung, melayang, dan tenggelam, penyajian materi interaktif, serta evaluasi pembelajaran berbentuk kuis. Penelitian melibatkan dosen ahli media, ahli materi, ahli soal dan 30 siswa SMA sebagai responden. Instrumen penelitian menggunakan angket skala likert untuk mengukur tingkat kelayakan media dan respon siswa terhadap penggunaan media pembelajaran. Hasil validasi ahli media menunjukkan rata-rata persentase sebesar 95,21% dengan kategori sangat layak, Ahli soal sebesar 75%, Ahli Materi sebesar 78%, sedangkan hasil respon siswa memperoleh persentase rata rata sebesar 92% dengan kategori sangat layak. Berdasarkan hasil tersebut, media pembelajaran *Augmented Reality* Kapal Jokotole dinyatakan layak digunakan sebagai alternatif inovatif dalam pembelajaran fisika serta mampu meningkatkan ketertarikan dan pemahaman peserta didik melalui visualisasi interaktif berbasis kearifan lokal.

Kata kunci: ADDIE, *Augmented Reality*, Hukum Archimedes

Riki Yakub. 2026. Development of Augmented Reality of Jokotole Ship as Learning Media on Archimedes' Law. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Supervisor: Dr. Sigit Dwi Saputro, M.Pd.

ABSTRACT

This study aims to develop Augmented Reality-based learning media for the Jokotole Ship on Archimedes' Law to improve students' understanding of physics concepts interactively and contextually. Media development was carried out using the ADDIE model which includes the stages of analysis, design, development, implementation, and evaluation. The media was developed using Unity and Blender applications. The main features provided include visualization of 3D objects of the Jokotole Ship, simulation of the concept of floating, hovering, and sinking, interactive presentation of materials, and learning evaluation in the form of quizzes. The study involved media expert lecturers, material experts, question experts and 30 high school students as respondents. The research instrument used a Likert scale questionnaire to measure the level of media feasibility and student responses to the use of learning media. The results of the validation of media experts showed an average percentage of 95.21% with a very feasible category, Question Experts 75%, Material Experts 78%, while the results of student responses obtained an average percentage of 92% with a very feasible category. Based on these results, the Augmented Reality learning media Jokotole Ship is declared suitable for use as an innovative alternative in physics learning and is able to increase students' interest and understanding through interactive visualizations based on local wisdom.

Keywords: ADDIE , Augmented Reality, Hukum Archimedes