

Risma Dian Safira. 2026. Pengembangan Media Pembelajaran *Augmented Reality* Komponen Perangkat Jaringan Pada Mata Pelajaran *Nets* di SMK. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing : Muhammad Afif Effindi, S.Kom., M.T.

ABSTRAK

Media pembelajaran yang digunakan pada mata pelajaran Network System (*NETS*) di SMK 17 Agustus 1945 Surabaya masih terbatas pada powerpoint dan canva sehingga peserta didik mengalami kesulitan dalam memahami materi komponen perangkat jaringan. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Augmented Reality* (AR), mengetahui tingkat kelayakan media yang dikembangkan, serta mengetahui respons peserta didik terhadap penggunaan media tersebut. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan *ADDIE* yang meliputi tahap *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Hasil validasi ahli materi sebesar 86%, ahli media sebesar 98,67%, uji perorangan sebesar 88,24%, uji kelompok kecil sebesar 89,41%, dan uji kelompok besar sebesar 94,12% dengan kategori sangat baik. Dengan demikian, media pembelajaran berbasis *Augmented Reality* layak digunakan sebagai media pembelajaran pada materi komponen perangkat jaringan.

Kata Kunci: *Augmented Reality*, Media Pembelajaran, Komponen Perangkat Jaringan.

Risma Dian Safira. 2026. *Development of Augmented Reality Learning Media for Network Device Components in Nets Subject at SMK*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Advisor: Muhammad Afif Effindi, S.Kom., M.T.

ABSTRACT

The instructional media currently used for the Network System (NETS) subject at SMK 17 Agustus 1945 Surabaya are limited to PowerPoint and Canva, causing students to struggle with understanding the material on network device components. This study aims to develop Augmented Reality (AR)-based instructional media, determine the feasibility of the developed media, and assess student responses to its use. The study employs the Research and Development (R&D) method using the ADDIE development model, which comprises the stages of Analysis, Design, Development, Implementation, and Evaluation. Validation results yielded scores of 86% from the subject matter expert and 98.67% from the media expert, while user trials resulted in scores of 88.24% (individual), 89.41% (small group), and 94.12% (large group), all falling into the "very good" category. Consequently, the Augmented Reality-based instructional media is deemed suitable for use in teaching the material on network device components.

Keywords: *Augmented Reality, Instructional Media, Network Device Components.*