

Nadia Lina Iswanti. 2024. *Pengembangan Media Pembelajaran Berbasis Augmented Reality (AR) Pada Mata Pelajaran Dasar-dasar Keahlian TJKT di SMK Ma'arif NU Kencong*. Skripsi, Program Pendidikan Informatika. Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Etistika Yuni Wijaya, S.Pd.,M.Pd.

ABSTRAK

Pemilihan media pembelajaran yang kurang cocok pada mata pelajaran dasar-dasar keahlian TJKT dalam materi media & jaringan telekomunikasi, serta penggunaan alat ukur membuat siswa mudah merasa bosan dan jenuh ketika pembelajaran berlangsung. Penelitian ini bertujuan untuk mengkaji pentingnya penerapan media pembelajaran berbasis *augmented reality* (AR) dalam pembelajaran dasar-dasar jaringan komputer dan telekomunikasi di SMK Ma'arif NU Kencong. Penggunaan bahan ajar dan media yang tepat dapat mendukung kelancaran pembelajaran dan penyerapan materi yang lebih efisien, serta memenuhi kebutuhan belajar siswa sesuai dengan gaya belajarnya, khususnya gaya belajar audio dan visual. Salah satu solusi yang diusulkan adalah pengembangan media pembelajaran berbasis AR menggunakan model ADDIE yang mencakup tahapan analysis, design, development, implementation, dan evaluation. Hasil uji coba menunjukkan bahwa media pembelajaran berbasis AR memiliki tingkat kelayakan yang sangat baik dengan rata-rata persentase dari 2 uji ahli materi sebesar 88,13%, 2 ahli media 95,45%, uji perorangan 93,91%, uji kelompok kecil 91,77%, dan uji kelompok besar 92%. Dapat disimpulkan bahwa, media pembelajaran berbasis AR sangat layak digunakan dalam proses pembelajaran.

Kata Kunci: *Augmented Reality (AR)*, Jaringan, Media, TJKT.

Nadia Lina Iswanti. 2024. *Development of Augmented Reality (AR)-Based Learning Media for TJKT Basic Skills Subjects at SMK Ma'arif NU Kencong*. Skripsi, Informatics Education Program. Faculty of Education, Trunojoyo Madura University. Supervisor: Etistika Yuni Wijaya, S.Pd., M.Pd.

ABSTRACT

The selection of unsuitable learning media for the TJKT (Telecommunication Network Engineering) basics course, specifically in the material of media and telecommunication networks, as well as the use of measuring instruments, makes students easily feel bored and fatigued during the learning process. This research aims to examine the importance of applying augmented reality (AR)-based learning media in the teaching of computer and telecommunication network basics at SMK Ma'arif NU Kencong. The use of appropriate teaching materials and media can support smooth learning and more efficient material absorption, meeting students' learning needs according to their learning styles, particularly audio and visual learning styles. One proposed solution is the development of AR-based learning media using the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. Trial results show that AR-based learning media have a very good feasibility level, with average percentages from 2 subject matter experts at 88.13%, 2 media experts at 95.45%, individual trials at 93.91%, small group trials at 91.77%, and large group trials at 92%. It can be concluded that AR-based learning media are very feasible for use in the learning process.

Keywords: Augmented Reality (AR), Learning Media, Networking, TJKT.