

Iis Sugiharti. 2022. *Pengembangan Virtual Reality Berbasis Smartphone sebagai Media Penunjang Materi Pencemaran Lingkungan*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Ana Yuniasti Retno Wulandari.

ABSTRAK

Virtual reality berbasis *smartphone* merupakan bentuk dari kemajuan teknologi informasi dan komunikasi yang bisa dimanfaatkan sebagai media pembelajaran. Tujuan penelitian ini adalah untuk mengetahui kelayakan dan respons siswa terhadap *virtual reality* berbasis *smartphone* sebagai media penunjang materi pencemaran lingkungan. Penelitian ini termasuk penelitian pengembangan menggunakan model ADDIE. Subjek uji coba yaitu siswa kelas VII-C di UPT SMPN 14 Gresik sebanyak 32 siswa yang dipilih berdasarkan teknik *purposive sampling*. Hasil penelitian ini menunjukkan bahwa: (1) hasil validitas rata-rata sebesar 87,50% dengan keterangan sangat valid pada aspek media. Pada aspek materi nilai validitas rata-rata sebesar 85,16% dengan keterangan sangat valid. (2) Respons siswa terhadap *virtual reality* berbasis *smartphone* dikategorikan sangat baik berdasarkan nilai persentase respons siswa sebesar 75,46. Hal ini menunjukkan bahwa penggunaan *virtual reality* berbasis *smartphone* sebagai media penunjang materi pencemaran lingkungan layak digunakan dalam pembelajaran.

Kata kunci: kelayakan, respons siswa, *virtual reality*

Iis Sugiharti. 2022. Development of Smartphone-Based Virtual Reality as Supporting Media for Environmental Pollution Materials. Thesis, Science Education Study Program, Faculty of Education, Trunojoyo University Madura. Advisor : Ana Yuniasti Retno Wulandari.

ABSTRACT

Smartphone-Based Virtual Reality is a form of advances in information and communication technology that can be use as a learning medium. The aim of this research was to determine the feasibility and student responses to smartphone based virtual reality as a supporting medium for environmental pollution material. This research includes development research using the ADDIE model. The subjects of this research trial were students of class VII-C at UPT SMPN 14 Gresik 32 students were selected based on the purposive sampling technique. The results indicated that: (1) The average validity result is 87.50% very valid information on the media aspect. In the material aspect, the average validity value is 85.16% very valid. (2) Student responses to smartphone-based virtual reality are categorized as very good based on the percentage value of student responses of 75.46. It shows that the use of smartphone-based virtual reality as a supporting medium for environmental pollution material is appropriate for use in learning.

Keywords: *feasibility, students response, virtual reality*