ABSTRAK

Juniartri Rezki Lahagu, NIM. 5193151017 *:* Pengembangan Media Pembelajaran Berbasis *Augmented Reality* Pada Mata Pelajaran Dasar-Dasar Teknik Jaringan Komputer Dan Telekomunikasi Di Kelas X TKJ SMK Swasta Mandiri. Skripsi. Fakultas Teknik Universitas Negeri Medan 2023.

Penelitian ini bertujuan untuk mengembangkan sebuah Media Pembelajaran Berbasis *Augmented Reality* yang dapat membantu proses pembelajaran pada kelas X TKJ yang masih menggunakan media MS.Word dalam proses pembelajaran dan Media Pembelajaran Berbasis *Augmented Reality* dapat membantu peserta didik untuk belajar mandiri. Penelitian ini dilakukan di SMK Swasta Mandiri. Adapun subjek penelitian adalah peserta didik kelas X TKJ 1 SMK Swasta Mandiri. Penelitian ini menggunakan Metode Penelitian ADDIE, yaitu Analysis, Design, Development, Implementation, Evaluation dan Model Pengembangan SDLC (Watrerfall), yang mana pada tahap *Development* model pengembangan SDLC (Watrerfall) ini dilakukan. Penelitian ini berfokus untuk menguji validitas dan akseptabilitas dari media pembelajaran yang dikembangkan. Pengujian validitas terdiri atas dua yaitu validasi ahli materi dan validasi ahli media. Kelayakan media pembelajaran berdasarkan keseluruhan rata-rata hasil ahli materi 4,81 yang berarti "Sangat Layak" ahli media 4,45 yang berarti "Sangat Layak". Dari segi akseptabilitas, media pembelajaran yang dikembangkan mencapai skor rata-rata 96,78% yang memenuhi kategori "Sangat Baik". Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan adalah sangat layak dan sangat baik untuk digunakan.

Kata Kunci : Pengembangan, Media Pembelajaran, dan *Augmented Reality*

ABSTRACT

Juniartri Rezki Lahagu, NIM. 5193151017: Development of Augmented Reality-Based Learning Media in the Basics of Computer Network Engineering and Telecommunications in Class X TKJ Independent Private Vocational School. Thesis. Medan State University Faculty of Engineering 2023.

This study aims to develop an Augmented Reality Based Learning Media that can help the learning process in class X TKJ which still uses MS.Word media in the learning process and Augmented Reality Based Learning Media can help students to learn independently. This research was conducted at the Mandiri Private Vocational School. The research subjects were students of class X TKJ 1 SMK Swasta Mandiri. This research uses the ADDIE Research Method, namely Analysis, Design, Development, Implementation, Evaluation and the SDLC Development Model (Watrerfall), which is at the Development stage of the SDLC development model (Watrerfall). This research focuses on testing the validity and acceptability of the learning media developed. Validity testing consists of two, namely material expert validation and media expert validation. The feasibility of learning media is based on the overall average results of material experts 4.81 which means "Very Feasible" media experts 4.45 which means "Very Feasible". In terms of acceptability, the learning media developed achieved an average score of 96.78% which meets the "Very Good" category. The research results show that the learning media developed is very feasible and very good to use.

Keywords: Development, Learning Media, and Augmented Reality.