

ABSTRAK

Nur Annisa Husna, NIM 4172111013 (2024). Pengembangan Media Pembelajaran Berbasis *Augmented Reality* Pada Materi Bangun Ruang Sisi Datar Kelas VIII SMP.

Penelitian ini bertujuan untuk mengetahui kevalidan, kepraktisan, dan keefektifan media pembelajaran berbasis *augmented reality* pada materi bangun ruang sisi datar yang dikembangkan. Jenis penelitian yang digunakan merupakan penelitian pengembangan (*research and development*) menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Teknik pengumpulan data menggunakan lembar angket penilaian ahli materi, ahli media, praktisi pembelajaran, dan respons siswa. Validasi media pembelajaran dilakukan oleh 2 dosen jurusan matematika dan 3 guru matematika di SMP Harapan 1 Medan. Media yang dikembangkan ini diujicobakan kepada 50 siswa kelas VIII SMP Harapan 1 Medan yang berlokasi di Jalan Imam Bonjol No. 35 Medan. Berdasarkan hasil analisis data yang diperoleh untuk tingkat kevalidan media dari ahli materi menunjukkan rata-rata skor sebesar 91.1% dengan kategori “Sangat Valid”, dari ahli media menunjukkan rata-rata skor sebesar 88.78% dengan kategori “Sangat Valid”, dan perolehan nilai praktisi menunjukkan rata-rata skornya sebesar 86.54% dengan kategori “Sangat Praktis”. Selanjutnya media pembelajaran *Augmented Reality* Bangun Ruang Sisi Datar dapat dikatakan efektif berdasarkan hasil analisis angket respons dan hasil belajar siswa. Angket respons siswa memperoleh persentase sebesar 81.79% dengan kategori “Sangat Efektif”, sedangkan rata-rata skor hasil belajar siswa sebesar 88.2 dan persentase ketuntasan skor hasil belajar siswa adalah 88%. Dengan demikian berdasarkan hasil penilaian ahli materi, ahli media, praktisi pembelajaran, dan siswa dapat dikatakan bahwa media pembelajaran berbasis *android* menggunakan *augmented reality* pada materi bangun ruang sisi datar telah teruji valid, praktis dan efektif untuk digunakan dalam pembelajaran.

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

ABSTRACT

Nur Annisa Husna, NIM 4172111013 (2024). Development of Augmented Reality-Based Learning Media in Building Materials for Flat Side Spaces in Grade VIII Junior High School.

This study aims to determine the validity, practicality, and effectiveness of augmented reality-based learning media in the developed flat-sided space building materials. The type of research used is research and development using the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) development model. The data collection technique uses a questionnaire of material experts, media experts, learning practitioners, and student responses. The validation of learning media was carried out by 2 lecturers majoring in mathematics and 3 mathematics teachers at SMP Harapan 1 Medan. The media developed was piloted to 50 grade VIII students of SMP Harapan 1 Medan located on Jalan Imam Bonjol No. 35 Medan. Based on the results of data analysis obtained for the level of media validity from material experts, the average score was 91.1% with the "Very Valid" category, from the media experts showed an average score of 88.78% with the "Very Valid" category, and the acquisition of practitioner scores showed an average score of 86.54% with the "Very Practical" category. Furthermore, the Augmented Reality learning media Building a Flat Side Space can be said to be effective based on the results of the analysis of questionnaire responses and student learning outcomes. The student response questionnaire obtained a percentage of 81.79% with the category of "Very Effective", while the average student learning outcome score was 88.2 and the percentage of completeness of the student learning outcome score was 88%. Thus, based on the results of the assessment of material experts, media experts, learning practitioners, and students, it can be said that android-based learning media using augmented reality on flat-sided space building materials has been tested to be valid, practical, and effective for use in learning.

Keywords: Development, Learning Media, Augmented Reality