ABSTRACT

Erianti Simbolon, IDN 4203131028. Development of Android-Based Augmented Reality Learning Media on Chemical Bonding Material in Class XI at SMA N 1 Sidikalang

This research aims to develop and determine the feasibility and student response to android-based Augmented Reality learning media on chemical bonding materials. The method in this study uses the development method or Research and Development (R&D). The model used in the study is the development of the 4D model, namely: 1) Define 2) Design 3) Develop 4) Disseminate. The results showed that the assessment results from validators, both material experts and media experts, showed that this learning media was included in the very valid category, with the acquisition of validity values of 98% and 95%, respectively. Student response to the use of Augmented Reality learning media is positive with a value of 93% with a very interesting category. This shows that android-based Augmented Reality learning media on chemical bond materials are feasible, interesting, and can be used in learning chemistry.

Keywords: Development, Learning Media, Augmented Reality