

ABSTRAK

Ika Sinurat. NIM.3202421012. Pengembangan Media *Powerpoint (PPT)* Sejarah Berbasis *Augmented Reality* Pada Materi Periodisasi Zaman Batu Masa Praaksara Kelas X Di SMAS Kartika 1-2 Medan. Jurusan Pendidikan Sejarah. Universitas Medan.

Penelitian ini bertujuan untuk: (1) mengetahui langkah pengembangan media *PowerPoint (PPT)* sejarah berbasis *Augmented Reality* dalam pembelajaran sejarah ditingkat SMA. (2) mengetahui kelayakan media *PowerPoint (PPT)* sejarah berbasis *Augmented Reality* dalam pembelajaran sejarah ditingkat SMA. Penelitian ini menggunakan metode penelitian dan pengembangan (*research and development*) dengan menggunakan model pengembangan *ADDIE* yang memiliki 5 tahapan yaitu *Analysis* (Analisis), *Design* (Perancangan), *Development* (Pengembangan), *Implementation* (Implementasi), *Evaluation* (Evaluasi). Subjek uji coba implementasi adalah kelas X-1 SMAS Kartika 1-2 Medan. Teknik pengumpulan data berupa wawancara, kuesioner(angket) validator dan juga kuesiner(angket) peserta didik. Hasil penelitian menunjukkan bahwa media *PowerPoint (PPT)* sejarah berbasis *Augmented Reality* layak digunakan sebagai media pembelajaran disekolah dengan hasil validasi ahli materi 100%, hasil validasi ahli media 91,18%, hasil uji coba kelompok kecil 86,32%, dan hasil uji implementasi (kelompok besar) 90,87%. Berdasarkan hasil penilaian kelayakan pada media *PowerPoint (PPT)* sejarah berbasis *Augmented Reality* dikategorikan sangat layak.

Kata kunci: Penelitian dan pengembangan, media *PowerPoint (PPT)* sejarah berbasis *Augmented Reality*

ABSTRACT

Ika Sinurat. NIM. 3202421012. Development of Historical Powerpoint Media (PPT) Based on Augmented Reality on Stone Age Periodization Material, Preliterate Period for Class X at SMAS Kartika 1-2 Medan. Department of History Education. Medan University.

This research aims to: (1) determine the steps for developing historical PowerPoint (PPT) media based on Augmented Reality in history learning at the high school level. (2) determine the suitability of historical PowerPoint (PPT) media based on Augmented Reality in history learning at the high school level. This research uses research and development methods using the ADDIE development model which has 5 stages, namely Analysis, Design, Development, Implementation, Evaluation. The implementation trial subjects were class X-1 SMAS Kartika 1-2 Medan. Data collection techniques include interviews, validator questionnaires and also student questionnaires. The results of the research show that Augmented Reality-based historical PowerPoint (PPT) media is suitable for use as learning media in schools with material expert validation results of 100%, media expert validation results of 91.18%, small group trial results of 86.32%, and implementation test results. (large group) 90.87%. Based on the results of the feasibility assessment on historical PowerPoint (PPT) media based on Augmented Reality, it is categorized as very feasible.

Keywords: Research and development, historical PowerPoint (PPT) media based on Augmented Reality