

ABSTRAK

Muhammad Hafiz Attharriq Hsb: *Pengembangan Media Pembelajaran Interaktif Magic Book Berbasis Augmented Reality di SMK Swasta Jambi*. Fakultas Teknik Universitas Negeri Medan 2023.

Penelitian ini dilaksanakan di SMK Swasta Jambi Medan. Dalam melakukan proses pembelajaran di SMK Swasta Jambi belum ada mengembangkan sebuah media pembelajaran dan bahan ajar yang inovatif. Pembelajaran di SMK Swasta Jambi hanya menggunakan media konvensional sebagai media pembelajaran tidak ada media tambahan sebagai pendorong minat belajar siswa. Ditambah lagi keterbatasan dalam sarana dan prasarana. Oleh karena itu, dikembangkanlah media pembelajaran *magic book* berbasis *augmented reality* yang bertujuan untuk membantu siswa lebih mudah memahami materi yang diajarkan, menjadi sumber belajar siswa, dan membuat suasana pembelajaran lebih menarik dan variasi. Pengembangan media pembelajaran ini menggunakan model ADDIE (Analysis, Design, Development, Implementation, Evaluation). Pada penelitian ini dalam uji kelayakan dilakukan oleh 2 validator sebagai ahli materi dan 2 validator sebagai ahli media. Rata-rata penilaian dari ahli materi dan ahli media mencapai 4,17 – 5,00 yang berarti “Sangat layak”. Oleh sebab itu, dukungan yang dikembangkan ini sangat cocok untuk diterapkan. Selain uji kelayakan, juga dilakukan uji efektivitas untuk mengetahui seberapa efektif alat yang dikembangkan. Dalam menguji efektivitas ini menggunakan uji N-gain pada kelas kontrol dan eksperimen. Kelas kontrol mempunyai rata-rata 0,41 atau 41%, sedangkan kelas eksperimen mempunyai rata-rata 0,74 atau 74%. Perbedaan kedua hasil tersebut dikarenakan kelas eksperimen mempunyai dampak positif yang lebih besar dibandingkan kelas kontrol.

Kata kunci : *Augmented reality, ADDIE*.

ABSTRACT

Muhammad Hafiz Attharriq Hsb: Development of Augmented Reality Based Magic Book Interactive Learning Media in Jambi Private Vocational Schools. Medan State University Faculty of Engineering 2023.

This research was carried out at Jambi Medan Private Vocational School. In carrying out the learning process at Jambi Private Vocational Schools, no innovative learning media and teaching materials have been developed. Learning at Jambi Private Vocational Schools only uses conventional media as learning media, there is no additional media to encourage students' interest in learning. Plus there are limitations in facilities and infrastructure. Therefore, augmented reality-based magic book learning media was developed which aims to help students more easily understand the material being taught, become a source of student learning, and make the learning atmosphere more interesting and varied. The development of this learning media uses the ADDIE model (Analysis, Design, Development, Implementation, Evaluation). In this research, the feasibility test was carried out by 2 validators as material experts and 2 validators as media experts. The average assessment from material experts and media experts reached 4.17 – 5.00, which means "Very worthy". Therefore, the support developed is very suitable to be implemented. Apart from the feasibility test, an effectiveness test is also carried out to find out how effective the tool being developed is. To test this effectiveness, the N-gain test was used in the control and experimental classes. The control class has an average of 0.41 or 41%, while the experimental class has an average of 0.74 or 74%. The difference between the two results is because the experimental class had a greater positive impact than the control class.

Keywords: Augmented reality, ADDIE.