

ABSTRAK

Gopala Bhatta: Pengembangan Media Pembelajaran Berbasis *Augmented Reality* Pada Mata Pelajaran Fotografi Dasar Sebagai Pendukung Proses Pembelajaran Di Smk Tritech Informatika Medan. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2023.

Kurikulum Merdeka Belajar diterapkan untuk meningkatkan literasi, numerasi, dan pengetahuan peserta didik. Selain itu salah satu tantangan dalam penerapan kurikulum merdeka ialah penggunaan fasilitas teknologi berbasis digital, khususnya pada mata pelajaran produktif di SMK. Penggunaan media pembelajaran, seperti Powerpoint, masih belum mampu memaksimalkan proses pembelajaran karena kurangnya interaktifitas dan variasi. Diperlukan media pembelajaran yang lebih inovatif, terutama dalam menghadirkan materi yang kompleks. Teknologi *augmented reality* (AR) muncul sebagai solusi yang efektif dan inovatif dalam mendukung proses pembelajaran. Tujuan dari penelitian yang dilakukan ini ialah melakukan pengembangan media pembelajaran berbasis *augmented reality* dasar yang valid serta mengetahui efektivitas media pembelajaran berbasis *augmented reality* pada mata pelajaran fotografi dasar sebagai pendukung proses pembelajaran di SMK Tritech Informatika Medan. Penelitian ini ialah penelitian pengembangan yang menggunakan model penelitian ADDIE (*analyze, design, development, implementation, evaluation*). Media pembelajaran yang telah dinyatakan valid selanjutnya dilakukan implementasi dalam proses pembelajaran disekolah, kemudian dilakukan uji efektivitas dengan menggunakan uji N-Gain yang bertujuan untuk mengetahui efektivitas media dalam proses pembelajaran. Berdasarkan uji N-Gain yang dilakukan terhadap kelas eksperimen dan kelas kontrol didapatkan nilai rata-rata N-Gain kelas eksperimen sebesar 0,726 yang memiliki kategori efektif, sedangkan kelas kontrol mendapat nilai rata-rata N-Gain sebesar 0,281 yang memiliki kategori tidak efektif. Sehingga berdasarkan hasil uji efektivitas dapat diketahui media pembelajaran berbasis *augmented reality* pada mata pelajaran fotografi dasar efektif digunakan untuk proses belajar di SMK Tritech Informatika Medan.

Kata Kunci: *Augmented Reality*, Media Pembelajaran



ABSTRACT

Gopala Bhatta: *Development of Augmented Reality-Based Learning Media in Basic Photography Subjects to Support the Learning Process at Tritech Informatics Vocational School, Medan. Thesis. Medan State University Faculty of Engineering. 2023.*

The Merdeka Belajar curriculum is implemented to improve students' literacy, numeracy and knowledge. Apart from that, one of the challenges in implementing an independent climate is the use of digital-based technology facilities, especially in productive subjects at vocational schools. The use of learning media such as Powerpoint is still not able to maximize the learning process due to the lack of interactivity and variety. More innovative learning media is needed, especially in presenting complex material. Augmented reality (AR) technology has emerged as an effective and innovative solution in supporting the learning process. The aim of this research is to develop valid basic augmented reality-based learning media and determine the effectiveness of augmented reality-based learning media in basic photography subjects as a support for the learning process at Tritech Informatics Vocational School, Medan. This research is development research that uses the ADDIE research model (analysis, design, development, implementation, evaluation). Learning media that has been declared valid is then implemented in the learning process at school, then an effectiveness test is carried out using the N-Gain test which aims to determine the effectiveness of the media in the learning process. Based on the N-Gain test carried out on the experimental class and control class, the average N-Gain value for the experimental class was 0.726, which was in the effective category, while the control class received an average N-Gain value of 0.281, which was in the ineffective category. So, based on the results of the effectiveness test, it can be seen that augmented reality-based learning media in basic photography subjects is effectively used for the learning process at Tritech Informatics Vocational School, Medan.

Keywords: *Augmented Reality, Learning Media.*

