

ABSTRAK

Feri Afriani. Pengembangan Media Pembelajaran Materi Renang Gaya Bebas Berbasis *Augmented Reality* Bagi Siswa SMP. Tesis. Medan: Program Pascasarjana Universitas Negeri Medan.

Tujuan penelitian ini adalah untuk menghasilkan media pembelajaran materi renang gaya bebas berbasis *augmented reality* bagi siswa SMP. Jenis penelitian yang digunakan pada penelitian ini adalah penelitian pengembangan dengan desain penelitian *Research & Development (R&D)* dari Borg dan Gall. Penelitian ini dilakukan dengan 9 tahap penelitian yaitu, (1) *Research and information collecting*, (2) *Planning*, (3) *Develop preliminary form of product*, (4) *Preliminary field testing*, (5) *Main product revision*, (6) *Main field testing*, (7) *Operational product revision*, (8) *Operational field testing*, (9) *Final product revision*. Populasi dalam penelitian ini dengan menggunakan siswa SMP N 1 Angkola Selatan. Teknik pengambilan sampel menggunakan *purposive sampling* dengan uji coba Tahap I sebanyak 20 orang siswa kelas VII SMP N 1 Angkola Selatan Tahap II yang berjumlah 30 orang siswa kelas VIII SMP N 1 Angkola Selatan. Selanjutnya dari uji coba Tahap I yang berjumlah 20 orang menunjukkan angka 96% dengan kriteria **Sangat Layak**, kemudian dari uji coba Tahap II yang berjumlah 30 orang siswa VIII SMP N 1 Angkola Selatan menunjukkan angka sebesar 91% dengan kategori **Sangat Layak**. Dari hasil penelitian /uji kelayakan yang dilakukan oleh ahli tes dan pengukuran, ahli IT dan ahli akademisi olahraga menunjukkan angka 96% dengan kategori **Sangat Layak**, sehingga dapat digunakan. Atas dasar data yang diperoleh maka pengembangan media pembelajaran materi renang gaya bebas berbasis *augmented reality* bagi siswa SMP.

Kata Kunci: *Augmented Reality, Pembelajaran Penjas, Materi Renang*



ABSTRACT

Feri Afriani. Development of Augmented Reality-Based Freestyle Swimming Material Learning Media for Middle School Students. Thesis. Medan: Medan State University Postgraduate Program.

The aim of this research is to produce augmented reality-based freestyle swimming learning media for junior high school students. The type of research used in this research is development research with the Research & Development (R&D) research design from Borg and Gall. This research was carried out in 9 research stages, namely, (1) Research and information collecting, (2) Planning, (3) Develop preliminary form of product, (4) Primary field testing, (5) Main product revision, (6) Main field testing, (7) Operational product revision, (8) Operational field testing, (9) Final product revision. The population in this study used students from SMP N 1 Angkola Selatan. The sample collection technique used purposive sampling with Phase I trials of 20 students of class VII SMP N 1 South Angkola Phase II, totaling 30 students of class VIII SMP N 1 South Angkola. Furthermore, from the Phase I trial, totaling 20 people, showed a figure of 96% with the Very Eligible criteria, then from the Phase II trial, totaling 30 VIII students at SMP N 1 South Angkola, showed a figure of 91% with the Very Eligible category. From the results of research/feasibility tests conducted by test and measurement experts, IT experts and sports academic experts, it shows a figure of 96% in the Very Feasible category, so it can be used. Based on the data obtained, learning media for augmented reality-based freestyle swimming material for junior high school students was developed.

Keywords: Augmented Reality, Physical Education Learning, Swimming Materials

