ABSTRAK

Dwian Wahyu Suparta : Pengembangan Media Pembelajaran *Augmented Reality* Interaktif Untuk *Problem Based Learning* Pada Mata Pelajaran Dasar-Dasar TJKT Kelas X TJKT di SMK Tritech Informatika Medan. Fakultas Teknik Universitas Negeri Medan, 2024.

Pengembangan media dalam pembelajaran merupakan salah satu solusi dari berbagai masalah yang terkait dengan kelayakan dan keberterimaan proses pembelajaran oleh peserta didik. Observasi menunjukkan bahwa media pembelajaran yang digunakan hanya berdasarkan sumber dari guru yaitu buku cetak yang dimasukkan kedalam *Power Point* (PPT), cenderung hanya berisi teks, yang kurang menarik dalam mencapai tujuan pembelajaran Perakitan Komputer. Penelitian ini bertujuan untuk mengembangkan, menilai kelayakan, serta menguji akseptabilitas media pembelajaran *Augmented Reality* interaktif untuk model *Problem Based Learning*. Penelitian ini dilakukan untuk siswa kelas X TJKT-1 di SMK Tritech Informatika Medan. Prosedur penelitian menggunakan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*), pengujian media pembelajaran *Augmented Reality* interaktif untuk *Problem Based Learning* mencakup penilaian kelayakan materi, media, serta akseptabilitas pengguna. Hasil uji kelayakan menunjukkan media ini layak digunakan dengan skor 4,37 sedangkan kelayakan materi mendapatkan skor 4,58 yang dikategorikan kedalam interpretasi "Sangat layak". Akseptabilitas oleh peserta didik memperoleh skor 4,60 yang dikategorikan kedalam "Akseptabilitas sangat tinggi". Oleh karena itu, dapat dikatakan bahwa penggunaan media pembelajaran *Augmented Reality* interaktif untuk *Problem Based Learning* dalam proses pembelajaran dipandang sangat layak dan memiliki akseptabilitas sangat tinggi untuk digunakan.

Kata Kunci: Media Pembelajaran, *Augmented Reality*, *Problem Based Learning*, ADDIE.

ABSTRACT

Dwian Wahyu Suparta: ***Development of Interactive Augmented Reality Learning Media for Problem-Based Learning in Basic TJKT Subjects for Class X TJKT at SMK Tritech Informatika Medan. Faculty of Engineering, Universitas Negeri Medan, 2024.***

The development of media in learning is one solution to various issues related to the feasibility and acceptance of the learning process by students. Observations indicate that the learning media used are primarily based on teacher resources, specifically printed books converted into PowerPoint (PPT), which tend to consist mainly of text and are less engaging for achieving the learning objectives of Computer Assembly. This study aims to develop, assess the feasibility, and test the acceptability of interactive Augmented Reality learning media for a Problem-Based Learning model. The research was conducted with students of class X TJKT-1 at SMK Tritech Informatika Medan. The research procedure used the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The testing of the interactive Augmented Reality learning media for Problem-Based Learning includes the assessment of the feasibility of the content, media, and user acceptability. The results of the feasibility test indicate that this media is suitable for use, with a score of 4.37, while the feasibility of the content received a score of 4.58, categorized as "Very Feasible." The acceptability by students obtained a score of 4.60, categorized as "Very High Acceptability." Therefore, it can be stated that the use of interactive Augmented Reality learning media for Problem-Based Learning in the learning process is considered very feasible and has very high acceptability for use.

Keywords: *Learning Media, Augmented Reality, Problem Based Learning, ADDIE.*