

ABSTRAK

NURUL QODRI, Pengembangan Media Pembelajaran Mobile Berbasis Augmented Reality Di SMK. Tesis. Medan: Program Pascasarjana Universitas Negeri Medan, Juli 2025.

Penelitian ini dilakukan dengan tujuan untuk mengembangkan media pembelajaran *mobile* berbasis *Augmented Reality* yang layak dan efektif dalam meningkatkan hasil belajar siswa di SMK Negeri 5 Medan. Jenis penelitian yang digunakan adalah *Research & Development* (R&D), menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation* dan *Evaluation*). Instrumen penelitian yang digunakan yaitu berupa angket validasi ahli materi, ahli media, ahli desain dan hasil uji coba media. Penelitian ini menggunakan teknis analisis data kuantitatif (data penelitian angket kelayakan dan efektivitas produk), dan data kualitatif (observasi dan dokumentasi). Hasil validasi penilaian kelayakan dilakukan dalam lima tahapan yaitu validasi oleh ahli materi diperoleh skor rata-rata 95,1%, validasi ahli media pembelajaran diperoleh skor rata-rata 88,7 %, validasi ahli desain pembelajaran diperoleh skor 97,6 %, Uji coba kelompok kecil diperoleh skor 86,1 %, Uji coba kelompok sedang diperoleh skor 92,8 % dan Uji coba lapangan diperoleh skor 97,6 %, dengan perolehan skor rata-rata dari hasil validasi ahli dan uji coba sebesar 92,98% sehingga disimpulkan bahwa media pembelajaran *mobile* berbasis *Augmented Reality* Layak digunakan di SMK Negeri 5 Medan. Hasil uji normalitas dan homogenitas menunjukkan bahwa data penelitian telah dinyatakan normal dan homogen. Perolehan hasil penelitian ini menunjukkan bahwa media pembelajaran *mobile* berbasis *augmented reality* Efektif dalam meningkatkan hasil belajar siswa kelas XI Teknik kendaraan ringan di SMK Negeri 5 Medan.

Kata kunci: Media Pembelajaran, *Augmented Reality*, Hasil Belajar.

ABSTRACT

NURUL QODRI, Development Of Augmented Reality Based Mobile Learning Media in Vocational Schools. Thesis. Medan: Universitas Negeri Medan Postgraduate Program, July 2025.

This research was conducted with the aim of developing Augmented Reality based mobile learning media that is feasible and effective in improving student learning outcomes at SMK Negeri 5 Medan. The research employed the Research & Development (R&D) approach using the ADDIE development model, which includes Analysis, Design, Development, Implementation and Evaluation phases. The research instruments used consisted of validation questionnaires by subject matter experts, media experts, design experts, and the results of media testing. This study utilized both quantitative data analysis (from the feasibility and effectiveness questionnaires) and qualitative data (from observations and documentation). The feasibility assessment was carried out in five stages: validation by subject matter experts yielded an average score of 95.1%, validation by media experts resulted in an average score of 88.7%, validation by instructional design experts yielded a score of 97.6%, small group trials resulted in a score of 86.1%, medium group trials yielded 92.8%, and field trials achieved a score of 97.6%. The overall average score from expert validations and trials was 92.98%, indicating that the mobile learning media based on Augmented Reality is feasible for use at state vocational 5 medan. The results of normality and homogeneity tests showed that the research data were normally distributed and homogeneous. The results of this study indicate that augmented reality-based mobile learning media is effective in improving the learning outcomes of class XI students of light vehicle engineering at SMK Negeri 5 Medan.

Keywords: Learning Media, Augmented Reality, Learning Outcomes.

