

ABSTRACT

DEVELOPMENT OF AUGMENTED REALITY BASED INTERACTIVE LEARNING MEDIA ON COMPUTER NETWORK INSTALLATION MATERIALS

By

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This study aims to describe the validity, attractiveness, and ease of Augmented Reality-based interactive learning media on computer network installation materials. This research is a research and development (research and development), namely the development of interactive learning media based on Augmented Reality with the model used adapting the ADDIE development model consisting of (1) Analyze, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation, but the development model is limited to only three stages, namely (1) Analyze, (2) Design, and (3) Development. The results of the validity test of media experts who were tested on two experts showed that the AR-based learning media was declared very valid with an Aiken's V value of 0.827 and the validity test of the material experts tested on two experts showed that the media in the form of AR-based modules was declared very valid with the Aiken's V value of 0.958. Furthermore, the results of the attractiveness and convenience test were tested on 29 students of class X of the Department of Computer and Network Engineering at SMK Negeri 2 Bandar Lampung, the percentage of attractiveness was 76% in the attractive category and the percentage of convenience was 82% in the very easy category. Based on the results obtained, it is concluded that Augmented Reality-based interactive learning media on computer network installation material is suitable for use by students of class X Computer and Network Engineering at SMK Negeri 2 Bandar Lampung. Augmented Reality learning media is stated to be interesting and easy to use by students but it is necessary to follow up, namely trial use in the classroom to determine the level of effectiveness of Augmented Reality learning media on network installation materials.

Keywords: Learning Media, Augmented Reality, Network Installation Computer

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS *AUGMENTED REALITY* PADA MATERI INSTALASI JARINGAN KOMPUTER

Oleh

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Penelitian ini bertujuan untuk mendeskripsikan kevalidan, kemenarikan, dan kemudahan media pembelajaran interaktif berbasis *Augmented Reality* pada materi instalasi jaringan komputer. Penelitian ini merupakan penelitian dan pengembangan (*research and development*), yaitu pengembangan media pembelajaran interaktif berbasis *Augmented Reality* dengan model yang digunakan mengadaptasi model pengembangan ADDIE yang terdiri dari (1) *Analyze*, (2) *Design*, (3) *Development*, (4) *Implementation*, dan (5) *Evaluation* namun pada model pengembangan dibatasi hanya tiga tahap yaitu (1) *Analyze*, (2) *Design*, dan (3) *Development*. Hasil uji kevalidan ahli media yang diujikan kepada dua ahli menunjukkan bahwa media pembelajaran berbasis AR dinyatakan sangat valid dengan nilai Aiken's V sebesar 0.827 dan uji kevalidan ahli materi yang diujikan kepada dua ahli menunjukkan bahwa media berupa modul berbasis AR dinyatakan sangat valid dengan nilai Aiken's V sebesar 0.958. Selanjutnya hasil uji kemenarikan dan kemudahan yang diujikan kepada 29 peserta didik kelas X Jurusan Teknik Komputer dan Jaringan di SMK Negeri 2 Bandar Lampung didapatkan hasil persentase kemenarikan 76% dengan kategori menarik dan hasil persentase kemudahan didapatkan 82% dengan kategori sangat mudah. Berdasarkan hasil yang diperoleh, disimpulkan bahwa media pembelajaran interaktif berbasis *Augmented Reality* pada materi instalasi jaringan komputer layak digunakan oleh peserta didik kelas X Teknik Komputer dan Jaringan di SMK Negeri 2 Bandar Lampung. Media pembelajaran *Augmented Reality* dinyatakan menarik dan mudah digunakan oleh peserta didik tetapi perlu adanya tindak lanjut yaitu uji coba pemakaian dikelas untuk mengetahui tingkat keefektifan dari media pembelajaran *Augmented Reality* pada materi instalasi jaringan.

Kata kunci: Media Pembelajaran, *Augmented Reality*, Instalasi Jaringan Komputer