

**PENGEMBANGAN MODUL PEMBELAJARAN DASAR-DASAR
OTOMOTIF SUB POKOK *SPECIAL SERVICE TOOLS* (SST) BERBASIS
*AUGMENTED REALITY***

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ABSTRAK

Berdasarkan penelitian pendahuluan yang dilakukan di kelas Teknik Otomotif SMK Negeri 3 Singaraja ditemukan kendala yang dihadapi siswa dalam proses pembelajaran yaitu 90% dari 30 siswa menyatakan bahwa tidak memiliki modul atau buku pegangan lain untuk belajar sub materi *Special Service Tools* (SST). 73,3% menyatakan bahwa kesulitan memahami materi melalui bahan ajar dan metode yang diterapkan guru, sehingga siswa mengalami kesulitan dalam memahami cara penggunaan jenis-jenis *Special Service Tools* (SST) sesuai fungsinya. 90% siswa menyatakan sangat senang dan menarik apabila kegiatan pembelajaran sub materi *Special Service Tools* (SST) disajikan dengan menggunakan media pembelajaran yang bervariasi dengan media audio, visual, audio visual. Penelitian ini menghasilkan media pembelajaran berupa modul berbasis *Augmented Reality* yang dapat diakses secara individu dengan perangkat *smartphone* untuk menampilkan objek 3 dimensi dari jenis *Special Service Tools* (SST) serta cara penggunaannya. Metode penelitian yang digunakan yaitu penelitian dan pengembangan dengan menggunakan model ADDIE yang terdiri dari *analysis, design, development, implementation, evaluation*. Hasil penelitian ini menunjukkan bahwa Modul Pembelajaran Dasar-Dasar Otomotif Sub Pokok *Special Service Tools* (SST) Berbasis *Augmented Reality* dinyatakan sangat layak berdasarkan penilaian ahli materi dengan presentase 93% dan ahli media dengan presentase 87,89%. Sedangkan untuk tingkat kepraktisanya dinyatakan sangat praktis berdasarkan uji kelompok kecil dengan presentase 88,55% dan uji kelompok besar dengan presentase 90,83%.

Kata kunci: *Augmented Reality, Special Service Tools* (SST), Pengembangan

Development Of Automotive Basics Learning Module Sub-Subject Special Service Tools (SST) Based On Augmented Reality

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ABSTRACT

Based on preliminary research conducted in the Automotive Engineering class of SMK Negeri 3 Singaraja, it was found that the obstacles faced by students in the learning process were 90% of the 30 students stating that they did not have modules or other handbooks to learn the Special Service Tools (SST) sub-material. 73.3% stated that it was difficult to understand the material through teaching materials and methods applied by the teacher, so that students had difficulty in understanding how to use the types of Special Service Tools (SST) according to their functions. 90% of students stated that they were very happy and interesting if the learning activities of the Special Service Tools (SST) sub-material were presented using learning media that varied with audio, visual, audio-visual media. This research produced learning media in the form of Augmented Reality-based modules that can be accessed individually with a smartphone device to display 3-dimensional objects of the Special Service Tools (SST) type and how to use them. The research method used is research and development using the ADDIE model which consists of analysis, design, development, implementation, evaluation. The results of this study showed that the Learning Module Automotive basics sub Subject Special Service Tools (SST) based on Augmented Reality declared very feasible based on the assessment of material experts with a percentage of 93% and media experts with a percentage of 87.89%. As for the level of practicality is stated to be very practical based on small group test with a percentage of 88.55% and large group test with a percentage of 90.83%.

Keywords : Augmented Reality, Special Service Tools (SST), Development