

**PENGEMBANGAN MEDIA PEMBELAJARAN *AUGMENTED REALITY*
TEKNIK DASAR GAYA RENANG DI SMA NEGERI 4 SINGARAJA**

Oleh

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ABSTRAK

Materi teknik dasar gaya renang di SMA Negeri 4 Singaraja disampaikan melalui sesi teori di kelas dan praktik di lapangan. Pada sesi teori, penggunaan media PPT yang berfokus pada teks, gambar kecil, dan video tutorial berdurasi panjang menjadikan siswa mengalami hambatan dalam memahami materi, menurunnya ketertarikan serta berkurangnya konsentrasi, sehingga partisipasi aktif dan efektivitas dalam pencapaian pembelajaran rendah. Pada sesi praktik, siswa kesulitan menerapkan teknik dasar masing – masing gaya renang karena materi kompleks dan visualisasi kurang memadai, menunjukkan perlunya media pembelajaran interaktif dan efektif. Tujuan penelitian ini adalah menghasilkan media pembelajaran berbasis *Augmented reality* (AR) untuk materi teknik dasar gaya renang berupa aplikasi yang bernama *SwimSkill AR* serta mengetahui respon pengguna. Penelitian menggunakan metode *research and development* (R&D) dengan model pengembangan 4D (*Four-D*) yang meliputi tahap *define, design, develop, disseminate*. Pengembangan meliputi penyusunan instrument penilaian, perancangan alur media (*use case, activity diagram*, desain antarmuka pengguna (UI/UX), dan integrasi AR pada smartphone android. Uji kelayakan media melalui uji ahli isi dan ahli media mendapatkan validitas 1,00 berdasarkan kriteria “Sangat Tinggi”, sedangkan uji coba terbatas meliputi uji perorangan sebesar 78,94 persen, uji kelompok kecil sebesar 75,08 persen, dan uji lapangan sebesar 79,96 persen kualifikasi “baik” dengan kriteria “valid”. Respon guru menunjukkan rata-rata skor 42 dan respon peserta didik 44,6 yang termasuk kategori “Sangat Positif” dan tingkat kepraktisan media “Sangat Praktis”. Dengan demikian, pengembangan media pembelajaran *SwimSkill AR* valid, praktis, serta mendapat respon positif, sehingga layak diterapkan dalam kegiatan pembelajaran PJOK di kelas.

Kata kunci: Teknik dasar gaya renang, Media pembelajaran, *Augmented reality* (AR), R&D, 4D (*Four-D*)

***DEVELOPMENT OF AUGMENTED REALITY LEARNING MEDIA FOR
BASIC SWIMMING TECHNIQUES at SMA NEGERI 4 SINGARAJA***

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ABSTRACT

Basic swimming technique material at Singaraja 4 Public High School is delivered Basic swimming technique material at Singaraja 4 Public High School is delivered through theory sessions in the classroom and practical sessions in the field. In the theory sessions, the use of PPT media that focuses on text, small images, and long tutorial videos causes students to experience difficulties in understanding the material, a decline in interest, and reduced concentration, resulting in low active participation and effectiveness in learning achievement. During the practical sessions, students had difficulty applying the basic techniques of each swimming style due to the complexity of the material and inadequate visualization, indicating the need for interactive and effective learning media. The purpose of this study was to produce augmented reality (AR)-based learning media for basic swimming technique material in the form of an application called SwimSkill AR and to determine user response. The research used the research and development (R&D) method with the 4D (Four-D) development model, which includes the define, design, develop, and disseminate stages. The development included the preparation of assessment instruments, msedia flow design (use case, activity diagram, user interface (UI/UX) design), and AR integration on Android smartphones. The feasibility of the media was tested through content and media expert tests, which obtained a validity of 1.00 based on the “Very High” criteria, while limited trials included individual tests of 78.94 percent, small group tests of 75.08 percent, and field tests of 79.96 percent with a ‘good’ qualification based on the “valid” criteria.

Keywords: Basic swimming techniques, Learning media, Augmented reality (AR), R&D, 4D (Four-D)