

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS
AUGMENTED REALITY (AR) PADA MATA PELAJARAN SISTEM
INSTALASI TATA UDARA**

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ABSTRAK

Belum tersedianya media pembelajaran *Augmented Reality* (AR) pada mata pelajaran sistem instalasi tata udara di SMK Negeri 3 Singaraja membuat siswa kesulitan dalam memahami sistem kerjanya sehingga berpengaruh terhadap hasil belajar siswa. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis *Augmented Reality* (AR) dengan menggunakan model pengembangan ADDIE serta menganalisis tingkat kelayakan *prototype* dikaji dari sisi ahli media pembelajaran dan ahli materi pembelajaran. Metode pengumpulan data menggunakan kuesioner dan dianalisis dengan rumus persentase. Hasil analisis data menunjukkan bahwa media pembelajaran ini mempunyai kualifikasi sangat layak berdasarkan dari penilaian ahli materi pembelajaran dengan persentase 94,28%, serta dari hasil uji kelayakan produk oleh ahli media pembelajaran dengan tingkat persentase kelayakan produk sebesar 85,71%. Berdasarkan hasil tersebut media pembelajaran ini bisa diimplementasikan sebagai suplemen dalam proses pembelajaran di kelas khususnya pada mata pelajaran sistem instalasi tata udara.

Kata Kunci: Media Pembelajaran Interaktif, *Augmented Reality*, Sistem Instalasi Tata Udara,

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA BASED ON
AUGMENTED REALITY (AR) IN THE COURSE OF AIR CONDITIONING
SYSTEMS**

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ABSTRACT

The lack of Augmented Reality (AR) learning media for the air conditioning installation system course at SMK Negeri 3 Singaraja has made it difficult for students to understand how the system works, thereby affecting their learning outcomes. This study aims to develop Augmented Reality (AR)-based learning media using the ADDIE Development model to analyze the feasibility of the prototype from the perspectives of learning media experts and subject matter experts. Data collection methods used questionnaires, and the data was analyzed using percentage calculations. The results of the data Analysis indicate that this learning medium is highly feasible based on the assessment by subject matter experts with a percentage of 94.28%, as well as from the product feasibility test conducted by learning media experts, yielding a product feasibility percentage of 85.71%. Based on these results, this learning media can be implemented as a supplement in the classroom learning process, particularly in the subject of air conditioning installation systems.

Keywords: Interactive Learning Media, Augmented Reality, Air Conditioning Installation Systems.