

**PENGEMBANGAN MODUL PEMBELAJARAN ANATOMI
BERBANTUAN TEKNOLOGI *AUGMENTED REALITY* (AR)
UNTUK MENINGKATKAN HASIL BELAJAR MAHASISWA
PROGRAM STUDI PENDIDIKAN JASMANI, KESEHATAN DAN
REKREASI (PJKR) UNIVERSITAS HAMZANWADI**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya motivasi dan hasil belajar anatomi dan kendala visualisasi spasial mahasiswa PJKR Universitas Hamzanwadi akibat ketergantungan pada media konvensional dan alat peraga statis. Penelitian ini bertujuan untuk mengembangkan serta menguji tingkat validitas, kepraktisan, dan efektivitas modul pembelajaran anatomi berbantuan teknologi *augmented reality* (AR) "VisioBody". Melalui metode *Research and Development* (R&D) dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*), penelitian ini melibatkan 70 mahasiswa yang terbagi ke dalam desain *posttest-only nonequivalent control group*. Hasil penelitian menunjukkan bahwa modul anatomi berbantuan Aplikasi AR VisioBody memenuhi kriteria valid dan sangat praktis untuk digunakan dalam pembelajaran. Uji statistik mengonfirmasi adanya perbedaan dengan nilai sig 0,000 ($p < 0,05$), dan nilai $F = 27,6016$. dengan rerata hasil belajar kelompok eksperimen (76,59) yang melampaui kelompok kontrol (68,08). Disimpulkan bahwa modul anatomi berbantuan teknologi AR VisioBody efektif meningkatkan hasil belajar yang mampu mereduksi beban kognitif serta memperkuat asosiasi antara struktur anatomis dan fungsi gerak. Temuan ini berimplikasi pada peningkatan kemandirian belajar dan literasi digital mahasiswa dalam penguasaan materi anatomi

Kata Kunci: Modul Pembelajaran, Anatomi, *Augmented Reality*, VisioBody, Hasil Belajar.

**DEVELOPMENT OF AN ANATOMY LEARNING MODULE UTILISING
AUGMENTED REALITY (AR) TECHNOLOGY TO ENHANCE LEARNING
OUTCOMES FOR STUDENTS ON THE PHYSICAL EDUCATION,
HEALTH AND RECREATION (PJKR) PROGRAMME AT HAMZANWADI
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ABSTRACT

This study was prompted by the low level of motivation and learning outcomes to study anatomy and the difficulties with spatial visualisation experienced by Physical Education and Sports Science students at Hamzanwadi University, due to their reliance on conventional media and static teaching aids. The aim of this study is to develop and test the validity, practicality and effectiveness of an anatomy module utilising Augmented Reality (AR) technology, named "VisioBody". Using the Research and Development (R&D) method based on the ADDIE model (Analyse, Design, Development, Implementation, Evaluation), this study involved 70 students divided into a post-test-only nonequivalent control group. The results of the study indicate that the anatomy module supported by the VisioBody AR application meets the criteria for being valid and highly practical for use in learning. Statistical tests confirmed a significant difference 0,000 ($p < 0,05$), $F = 27,6016$. with the mean learning outcome of the experimental group (76.59) exceeding that of the control group (68.08). It is concluded that the VisioBody AR application-assisted anatomy module effectively functions as a learning outcomes capable of reducing cognitive load and strengthening the association between anatomical structures and motor functions. These findings imply an improvement in students' learning autonomy and digital literacy in mastering anatomical material.

Keywords: *Learning module, Anatomy, Augmented Reality, VisioBody, Learning outcomes.*