PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *AUGMENTED REALITY* PADA MATA PELAJARAN SABLON DI SMK N 1 SUKASADA

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan rancangan dan mengimplementasikan pengembangan media pembelajaran berbasis augmented reality pada mata pelajaran sablon kelas XI di SMK N 1 Sukasada. Jenis penelitian ini yaitu Penelitian dan Pengembangan (R&D) dengan model pengembangan ADDIE. Penelitian ini melibatkan peserta didik kelas XI dan guru mata pelajaran sablon di SMK N 1 Sukasada. Pengambilan data dilakukan dengan menggunakan kuesioner/angket dan wawancara. Teknik analisis yang dilakukan yaitu analisis kevalidan media pembelajaran dan teknik analisis respon guru serta peserta didik. Hasil penelitian untuk uji validitas didapat dari hasil perhitungan valiadasi dari uji ahli mendapatkan skor sebesar 1,00 dengan kriteria tingkat validitas sangat tinggi. Dan hasil rata-rata respon guru dan peserta didik untuk mendapatkan nilai kepraktisan media pembelajaran berbasis augmented reality sebesar 41,00 dan 60,41 dengan kriteria sangat praktis. Dan hasil rata-rata respon usability untuk mendapatkan nilai kepraktisan media pembelajaran berbasis augmented reality sebesar 41,29 dengan kriteria sangat praktis

Kata Kunci*:* Media Pembelajaran, Sablon, *Augmented Reality*

DEVELOPMENT OF LEARNING MEDIA BASED ON AUGMENTED REALITYOF SCREEN PRINTING SUBJECT IN SMK N 1 SUKASADA

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ABSTRACT

This study aims to produce a design and implement the development of learning media based on augmented reality in the XI class on Sablon (screen printing) subject at SMK N1 Sukasada. This study is a research and development (R&D) study that used the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation).This research involves student of class XI and teachers oh Sablon (screen printing) subject at SMK N 1 Sukasada. Data collections is done using questionnaires and interviews. This analysis technique carried out is the analysis of the validity of the learning media and the response analysis technique of teachers and students. the results of the research for the validation test were obtained from the results of the validation calculations from the expert test, getting a score of 1.00 with very high validation level criteria. And the average results of teacher and student responses to get the practicality value of augmented reality-based learning media are 41.00 and 60.41 with very practical criteria. And the results of the average usability response to get the practicality value of augmented reality-based learning media is 41.29 with very practical criteria.

Keywords: Learning Media, Screen Printing, Augmented Reality