

**PENGEMBANGAN MEDIA PEMBELAJARAN KIMIA BENTUK  
MOLEKUL *AUGMENTED REALITY* BERBASIS *ANDROID* UNTUK  
SISWA SMA**

Oleh

**Abdul Ajiz Mauliyana, NIM 1413031028**

**Progran Studi Pendidikan Kimia, Jurusan Kimia**

**ABSTRAK**

Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk menghasilkan dan mendeskripsikan rancang bangun media pembelajaran bentuk molekul *augmented reality* berbasis *android* untuk siswa SMA, dan mendeskripsikan penilaian dan masukan ahli media terhadap pengembangan media pembelajaran bentuk molekul *augmented reality* berbasis *android* untuk siswa SMA. Penelitian ini mengadaptasi model pengembangan Borg and Gall. Penelitian ini dilakukan di SMA Negeri Bali Mandara. Pengujian dilakukan hanya pada ahli media, Putu Septian Eka Adistha Putra, S.Pd.,M.Si., selaku dosen Undiksha. Pengumpulan data pada penelitian ini meliputi dokumentasi, wawancara, instrumen validasi. Analisis data berupa Analisis deskriptif kualitatif digunakan untuk menganalisis informasi tentang karakteristik produk pada setiap tahapan penelitian. Hasil Penelitian yaitu mendeskripsikan produk media pembelajaran aplikasi web-based *learning management system* 3D AR/VR yang dikembangkan pada pokok bahasan bentuk molekul. Hasil Uji oleh validator ahli media didapat presentase dari rata-rata tiga aspek: umum, fungsi, dan komunikasi visual, yaitu 3.59 dalam skala 4, dan dikategorikan bahwa media berbasis *web* “Sangat Valid”.

Kata-kata kunci: *Augmented reality*, *Android*, media pembelajaran kimia

# **DEVELOPMENT OF ANDROID-BASED AUGMENTED REALITY CHEMISTRY LEARNING MEDIA FOR HIGH SCHOOL STUDENTS**

**By**

**Abdul Ajiz Mauliyana, NIM 1413031028**

**Chemistry Education Study Program, Department of Chemistry**

## **ABSTRACT**

This research is a development research that aims to produce and describe the design of Chemistry learning media for android-based augmented reality of molecular form for high school students, and describe the assessment and input of media experts on the development of android-based augmented reality molecular form learning media for high school students. This research adapts the Borg and Gall development model. This research was conducted at SMA Negeri Bali Mandara. The test was carried out only on media experts, Putu Septian Eka Adistha Putra, S.Pd., M.Sc., as Undiksha lecturers. Data collection in this study includes documentation, interviews, and validation instruments. Data analysis in the form of qualitative descriptive analysis was used to analyze information about product characteristics at each stage of the study. The result of the research is to describe the learning media product for the web-based application Learning management system 3d AR/VR which was developed on the subject of molecular form. Test results by media expert validators obtained a percentage of the average of three aspects: general, function, and visual communication, which was 3.59 on a scale of 4, and categorized that web-based media was "Very Valid".

Key words: Augmented reality, Android, Chemistry learning media