ABSTRACT

DEVELOPMENT OF AUGMENTED REALITY-BASED LEARNING AID MEDIA FOR ANDROID-BASED GEOGRAPHY SUBJECTS USING THE ADDIE METHOD

By
Pandy Affan Daffar
19102154

In the current era of globalization, education has an important role. Through good education, the nation's next generation will be formed who are insightful and virtuous for the progress of the nation. The importance of education for the progress of the Indonesian nation can be seen, with the continuous improvement of quality standards to suit the times, as evidenced by the existence of the new learning curriculum "Independence Curriculum". Based on the results of the interview, several problems experienced by teachers were found. The first problem is the fact about students' reduced interest in learning. The next problem is the lack of optimal development of new learning media that can support the implementation of interactive and collaborative learning methods. The use of learning media that is less attractive can cause a lack of attention, participation and effort by students during the learning process which causes students' low interest in learning. This research aims to develop geography learning media using Android-based augmented reality technology. Development of learning media using the ADDIE method. The results of this research are in the form of learning media applications to support the learning process of geography subjects regarding lithosphere material for students at SMA N 1 SOKARAJA. Based on the results of black box testing and performance efficiency, it shows that the learning aid media application developed has functionality that works as expected and has a response time for the appearance of 3D objects that is in the fast category. Testing with a gain test was carried out on 36 students of SMA N 1 SOKARAJA class x-4 produces an n-gain score of 0.63, where the n-gain score falls into the medium category. The percentage level of n-gain effectiveness obtained was 63.29% and fell into the quite effective category.

Keywords: ADDIE, Black-Box Test, Gain Test, Learning Media