

## ABSTRAK

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *AUGMENTED REALITY* PADA MATERI STRUKTUR DAN FUNGSI JARINGAN TUMBUHAN DI SMP KELAS VIII**

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Pembelajaran biologi di sekolah merupakan salah satu pembelajaran yang memiliki peranan penting dalam keberlangsungan makhluk hidup. Berdasarkan hasil wawancara di SMP Negeri 1 Depok, SMP PIRI Ngaglik, SMPN 4 Depok, SMP Kanisius Gayam, SMPN 2 Depok, masih ada beberapa pengadaan perangkat pembelajaran yang belum sesuai dengan kebutuhan peserta didik. Oleh karena itu, dilakukan penelitian pengembangan media pembelajaran menggunakan pengembangan model ADDIE yang bertujuan untuk: (1) Mengetahui cara pengembangan media pembelajaran berbasis augmented reality pada materi struktur dan fungsi jaringan pada tumbuhan di SMP kelas VIII menggunakan model pengembangan ADDIE; (2) Mengetahui kelayakan media pembelajaran berbasis *augmented reality* pada materi struktur dan fungsi jaringan pada tumbuhan di SMP kelas VIII untuk diujicoba secara terbatas. Hasil penelitian ini adalah Pengembangan media pembelajaran berbasis *augmented reality* pada materi struktur dan fungsi jaringan tumbuhan ini menggunakan model pengembangan ADDIE sebagai acuan pengembangan. Dalam pengembangan model ADDIE, melalui lima tahapan yaitu tahap Analisis (*Analysis*), tahap desain (*Design*), Tahap Pengembangan (*Development*), Implementasi (*Implementation*), dan tahap yang terakhir yaitu tahap evaluasi (*Evaluation*). Hasil pengembangan media pembelajaran berbasis *augmented reality*, melalui uji validitas instrument penelitian yaitu uji validasi media mencapai nilai 96,14 %, uji validitas materi mencapai nilai 80,7 %, uji validitas soal *post-test* mencapai 81,66 %, dan uji validitas angket respon mencapai 92 %. Sehingga pengembangan media ini nyatakan sangat layak untuk diujicoba secara terbatas

**Kata Kunci:** *Augmented Reality*, Fungsi Jaringan Tumbuhan, Media Pembelajaran, Struktur Jaringan Tumbuhan

**ABSTRACT**

**DEVELOPMENT OF AUGMENTED REALITY-BASED LEARNING MEDIA ON  
THE STRUCTURE AND FUNCTION OF PLANT TISSUE IN JUNIOR HIGH  
SCHOOL CLASS VIII**

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*Learning biology in schools is one of the learning that has an important role in the sustainability of living things. Based on the results of interviews at SMP Negeri 1 Depok, SMP PIRI Ngaglik, SMPN 4 Depok, SMP Kanisius Gayam, SMPN 2 Depok, there are still some procurement of learning tools that are not in accordance with the needs of students. Therefore, research on learning media development was carried out using the development of the ADDIE model which aims to: (1) Know how to develop augmented reality-based learning media on tissue structure and function material in plants in junior high school grade VIII using the ADDIE development model; (2) Knowing the feasibility of augmented reality-based learning media on tissue structure and function material in plants in junior high school grade VIII to be tested on a limited basis. The result of this research is the development of augmented reality-based learning media on the structure and function of plant tissue using the ADDIE development model as a development reference. In the development of the ADDIE model, it goes through five stages, namely the Analysis stage, the design stage, the Development stage, the Implementation, and the last stage, the evaluation stage. The results of the development of augmented reality-based learning media, through the validity test of research instruments, namely the media validity test reached a value of 96.14%, the material validity test reached a value of 80.7%, the validity test of the post-test questions reached 81.66%, and the validity test of the response questionnaire reached 92%. So that the development of this media is stated to be very feasible to be tested on a limited basis*

**Keywords:** *Augmented Reality, Plant Tissue Function, Learning Media, Plant Tissue Structure*