

ABSTRAK

Vina Yunita. Pengembangan *Augmented Reality* (AR) Sistem Pencernaan Manusia Berbasis *Android* Pada Pembelajaran IPA Kelas VIII. Skripsi. Jakarta: Fakultas Ilmu Pendidikan Universitas Negeri Jakarta, 2019.

Penelitian pengembangan ini bertujuan untuk menghasilkan produk media *augmented reality* berbasis *Android* mengenai sistem pencernaan manusia. Pengembangan ini menggunakan model pengembangan *Hannafin & Peck*. Model pengembangan terdiri dari tiga tahap yaitu (1) Analisis Kebutuhan, (2) Disain, (3) Pengembangan dan Implementasi. Aktivitas pada tahapan analisis kebutuhan adalah mengumpulkan segala kebutuhan pengembangan dan mengidentifikasi masalah pembelajaran dengan melakukan wawancara ke sasaran pengguna. Pada tahapan disain membuat rancangan pengembangan produk diantaranya membuat GBIM dan storyboard. Tahapan pengembangan dan implementasi melakukan berbagai kegiatan dalam pengembangan media dan menguji coba media ke sasaran pengguna. Uji coba produk media dilakukan dengan menguji coba produk oleh *expert review*, *face to face* dan *small group*. *Expert review* melibatkan satu orang ahli materi, dan satu orang ahli media, evaluasi *face to face* melibatkan tiga orang siswa dan evaluasi *small group* melibatkan tujuh orang siswa. Dari hasil uji coba tersebut diperoleh rata-rata keseluruhan evaluasi *expert review* dengan nilai 3,75, rata-rata hasil uji coba *face to face* memperoleh nilai 3,56 dan hasil uji coba *small group* memperoleh nilai rata-rata 3,60. Dari hasil tersebut dapat disimpulkan bahwa Media *Augmented Reality* (AR) Sistem Pencernaan Manusia Berbasis *Android* Pada Pembelajaran IPA Kelas VIII dikatakan baik dan dapat digunakan dalam proses pembelajaran.

Kata kunci: Pengembangan, *Android*, *Augmented Reality*, Hanafin & Peck, Sistem Pencernaan Manusia.

ABSTRACT

Vina Yunita. Development of Augmented Reality "Human Digestion System" based on Android in Science Learning on 8th Grade. Undergraduate Thesis. Jakarta: Faculty of Educational Science, State University of Jakarta, 2019.

This research development aims to produce a product an media augmented reality base android about the human digestive system. This development model using media development models Hanafin & Peck. The development model consists of three major steps are (1) the needs analysis, (2) design, (3) development and implementation. Activities in the requirements analysis stages are gathering all development needs and identifying learning problems by conducting interviews with the target users. At the design stage, the activity carried out is to design a product development that is making design GBIM and storyboard. Stages of development and development for various activities in developing media product and testing the media to target users. The media product trial are carried out by testing product by expert reviews, face-to-face, and small groups. At the expert review stage evaluation involved one content expert, and one media expert, the face to face evaluation involved three students and the small group evaluation involved seven students. the evaluation result test by media expert review got average score 3.75, the average score from content expert review got 3.90, the average score from face-to-face got 3.56 and the results from the small group got average score 3.60. From these results it can be concluded that the Media of Augmented "Human Digestion System" based on Android in Science Learning on 8th Grade is good and can be used in the learning process.

Keywords: Development, Android, Augmented Reality, Hanafin & Peck, Human Digestive System.