

## ABSTRACT

**Hari Prayitno, 2023, Development of Augmented Reality-Based Android Learning Media Applications for Geography Class X IPS at SMA Negeri 2 Bungo Academic Year 2022/2023, Bachelor of Informatics Engineering Education, Teaching and Education Faculty, Putra Indonesia University "YPTK" Padang.**

This study aims to determine the Validity, Practicality and Effectiveness of Making Android Learning Media Applications Based on Augmented Reality in Geography Subjects for Class X IPS at SMA Negeri 2 Bungo in the Academic Year 2022/2023. This study uses research development methods (research & development). The research subjects were 72 people. The research model used is the development research model (ADDIE), with the design development steps as follows. (1) Analyze, (2) design, (3) development, (4) Implementation and (5) Evaluate. The results of the validity test by the experts as a whole the validator test assessment of Augmented Reality-Based Android Learning Media in Geography Class X IPS at SMA Negeri 2 Bungo is 88.42%, so the validity level can be interpreted as very valid to use. The results of the practicality test assessment as a whole the practicality assessment of Augmented Reality-Based Android Learning Media in Geography Subject Class X IPS at SMA Negeri 2 Bungo is 90.02%, so that the level of practicality can be interpreted as very practical to use. The results of the overall effectiveness test assessment of the effectiveness of Augmented Reality-Based Android Learning Media in Geography Subject Class X IPS at SMA Negeri 2 Bungo amounted to 88.06% so that the level of effectiveness can be interpreted to be very effective in use. In conclusion, based on the assessment along with expert input as well as the results of field trials of Augmented Reality-Based Android Learning Media as a learning medium, it has been tested for feasibility, superiority, and can be used in the learning process in Geography class X IPS at SMA Negeri 2 Bungo.

**Keywords:** Android, Learning Media, Augmented Reality, Geography

## ABSTRAK

**Hari Prayitno, 2023, Pembuatan Aplikasi Media Pembelajaran *Android* Berbasis *Augmented Reality* Pada Mata Pelajaran Geografi Kelas X IPS di SMA Negeri 2 Bungo Tahun Pelajaran 2022/2023, Sarjana Pendidikan Teknik Informatika Fakultas Keguruan dan Ilmu Pendidikan Universitas Putra Indonesia “YPTK” Padang.**

Penelitian ini bertujuan untuk mengetahui Validitas, Praktikalitas dan Efektivitas Pembuatan *Aplikasi Media Pembelajaran Android* Berbasis *Augmented Reality* Pada Mata Pelajaran Geografi Kelas X IPS di SMA Negeri 2 Bungo Tahun Pelajaran 2022/2023. Penelitian ini menggunakan metode pengembangan penelitian (*research & development*). Subjek penelitian berjumlah 72 orang. Model penelitian yang digunakan adalah model penelitian pengembangan (ADDIE), dengan desain langkah-langkah pengembangannya adalah sebagai berikut. (1)*Analyze*, (2)*design*, (3) *development*, (4) *Implementation* dan (5) *Evaluate*. Hasil uji validitas oleh para ahli secara keseluruhan penilaian uji validator terhadap Media Pembelajaran *Android* Berbasis *Augmented Reality* Pada Mata Pelajaran Geografi Kelas X IPS di SMA Negeri 2 Bungo sebesar 88,42%, sehingga tingkat validitas dapat diinterpretasikan sangat valid digunakan. Hasil penilaian uji praktikalitas secara keseluruhan penilaian praktikalitas terhadap Media Pembelajaran *Android* Berbasis *Augmented Reality* Pada Mata Pelajaran Geografi Kelas X IPS di SMA Negeri 2 Bungo 90,02%, sehingga tingkat praktikalitasnya dapat diinterpretasikan sangat praktis digunakan. Hasil penilaian uji efektivitas secara keseluruhan penilaian efektivitas Media Pembelajaran *Android* Berbasis *Augmented Reality* Pada Mata Pelajaran Geografi Kelas X IPS di SMA Negeri 2 Bungo sebesar 88,06% sehingga tingkat efektivitasnya dapat diinterpretasikan sangat efektif digunakan. Kesimpulannya, berdasarkan penilaian beserta masukan ahli serta hasil dari uji coba lapangan Media Pembelajaran *Android* Berbasis *Augmented Reality* sebagai media pembelajaran sudah teruji kelayakan, keunggulan, dan dapat digunakan pada proses pembelajaran pada mata pelajaran Geografi Kelas X IPS di SMA Negeri 2 Bungo.

**Kata Kunci:** *Android*, Media Pembelajaran, *Augmented Reality*, Geografi