

ABSTRAK

Saputra, Febri. 2026. *Pengembangan Media Pembelajaran Interaktif Berbasis Augmented reality Pada Materi Sistem Peredaran Darah Di Kelas XI*. Skripsi. Tanjungpinang. Program Studi Pendidikan Biologi, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan, Fakultas Keguruan Dan Ilmu Pengetahuan. Universitas Maritim Raja Ali Haji. Pembimbing I: Elfa Oprasmani, S.Pd., M.Pd. Pembimbing II Dr. Dra. Hj. Nevrita, M.Pd, M.Si.

Kata kunci : interaktif, augmented reality, sistem peredaran darah

Penelitian ini bertujuan untuk menghasilkan media pembelajaran interaktif berbasis *augmented reality* pada materi sistem peredaran darah kelas XI yang valid. Penelitian ini merupakan penelitian pengembangan dengan model pengembangan ADDIE, namun tahapan yang dilakukan pada penelitian ini terdiri dari tahapan *analyze, design, development, dan evaluation*. Berdasarkan hasil yang diperoleh dari penelitian dan pengembangan media pembelajaran interaktif berbasis *augmented reality* pada materi sistem peredaran darah di kelas XI, pada tahapan *analyze* mencakup analisis kurikulum, analisis karakteristik peserta didik, analisis kebutuhan peserta didik, dan analisis materi. Pada tahapan *development* diperoleh hasil validasi materi dan media “sangat valid”. Dengan demikian dapat disimpulkan bahwa media pembelajaran interaktif berbasis *augmented reality* pada materi sistem peredaran darah kelas XI dinyatakan valid.

ABSTRACT

Saputra, Febri. 2026. *Development of Interactive Learning Media Based on Augmented reality for the Human Circulatory Sistem Material in Grade XI*. Thesis. Tanjungpinang. Biology Education Study Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education. Raja Ali Haji Maritime University. Advisor I: Elfa Oprasmani, S.Pd., M.Pd. Co-Advisor II: Dr. Dra. Hj. Nevrita, M.Pd., M.Si.

Keywords: interactive, augmented reality, circulatory sistem

This study aimed to produce a valid interactive learning media based on Augmented reality for the circulatory system topic in grade XI. This study was a development research using the ADDIE development model; however, the stages implemented in this study consisted of Analyze, Design, Development, and Evaluation. Based on the results obtained from the research and development of the Augmented reality-based interactive learning media on the circulatory system topic in grade XI, the analyze stage included curriculum analysis, analysis of students' characteristics, analysis of students' needs, and material analysis. Furthermore, at the development stage, the validation results of both the material and the media were categorized as "very valid." Therefore, it could be concluded that the Augmented reality-based interactive learning media for the circulatory system topic in grade XI was considered valid.