

ABSTRAK

Savitri, Umi. 2024. *Pengembangan Media Pembelajaran Berbasis Augmented Reality Pada Materi Sel Di Kelas XI*. Skripsi. Tanjungpinang. Jurusan Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan. Universitas Maritim Raja Ali Haji. Pembimbing I: Assoc. Prof. Dr. Dra. Hj. Nevrita, M.Pd., M.Si. Pembimbing II: Assist. Prof. Elfa Oprasmani, S.Pd., M.Pd.

Kata kunci: *Augmented Reality, Sel, Media Pembelajaran.*

Penelitian ini bertujuan untuk menghasilkan media Augmented Reality pada materi sel di kelas XI yang valid, praktis dan efektif. Jenis penelitian ini merupakan penelitian *Research and Development* (R&D), dengan model pengembangan ADDIE yang terdiri dari lima tahapan yaitu *Analysis, Design, Development, Implementation, dan Evaluation*. Berdasarkan hasil yang diperoleh dari penelitian pengembangan media pembelajaran Augmented Reality pada materi sel di kelas XI ini diperoleh hasil validasi materi dan media dengan kriteria “sangat valid”. Hasil penilaian praktikalitas media dengan kriteria “sangat praktis”. Hasil penilaian efektivitas menggunakan rumus *N-gain score* diperoleh hasil dengan kriteria “efektif”. Dengan demikian dapat disimpulkan bahwa Media Pembelajaran Berbasis Augmented Reality pada Materi Sel di Kelas XI dinyatakan valid, praktis, dan efektif untuk digunakan dalam pembelajaran.

ABSTRACT

Savitri, Umi. 2024. *Development of Augmented Reality Based Learning Media on Cell Material in Class XI*. Thesis. Tanjung Pinang. Department of Biology Education, Faculty of Teacher Training and Education. King Ali Hajj Maritime University. Supervisor I: Assoc. Prof. Dr. Dra. Hj. Nevrita, M.Pd., M.Si. Supervisor II: Assist. Prof. Elfa Oprasmani, S.Pd., M.Pd.

Keywords: Augmented Reality, Cell, Learning Media.

This study aimed to produce Augmented Reality media on cell material in class XI that was valid, practical and effective. cell material in class XI that was valid, practical and effective. This type of research was *Research and Development* (R&D) research, with the ADDIE development model which consists of five stages, namely *Analysis, Design, Development, Implementation and Effectiveness*. ADDIE development model which consists of five stages *namely Analysis, Design, Development, Implementation, and Evaluation*. Based on the results obtained from the research development of Augmented Reality learning media on cell material in class XI. This was obtained from the validation of material and media with "very valid" criteria. Results The results of the media practicality assessment with the criteria "very practical". The results of the assessment effectiveness using the N-gain score formula obtained results with criteria "effective". Thus it can be concluded that the Learning Media Based on Augmented Reality on Cell Material in Class XI is declared valid, practical, and effective for use in learning.