

The Development of Augmented Reality Application as a Learning Media in Sensor and Transducer Course

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ABSTRACT

Learning media has a very important role in the success of the learning process. The role of learning media is becoming more and more essential in online learning. Current technological developments have made it possible to develop a learning media that can provide real experiences for students by utilizing augmented reality technology. In this study, an augmented reality-based application was produced as a learning medium for sensor and transducer courses. The development model used is ADDIE (Analysis, Design, Development, Implementation, and Evaluation). The feasibility evaluation of Augmented Reality-based Learning Media Applications in the Sensor and Transducer Course was carried out by 2 media experts and 2 material experts. The level of feasibility in terms of media is included in the "very feasible" category. The level of feasibility in terms of material is included in the "very feasible" category. The student responses to Augmented Reality-based Learning Media Applications in Sensors and Transducers are included in the "very feasible" category as well.

Kata Kunci: augmented reality, sensor, transducer, learning media, educational technology