

ABSTRAK

Proyek ini menyoroti penerapan Augmented Reality untuk mendukung pembelajaran online di lingkungan industri 4.0, dengan spesialisasi Seni Ukir Kayu untuk mata pelajaran Pendidikan Seni Rupa Formlir 4. Pengembangan aplikasi interaktif juga sejalan dengan Elemen Lintas Kurikulum (CCE) melalui penerapan unsur iptek serta kreativitas dan inovasi.

Aplikasi AR Wood Carving Art menggunakan model desain ADDIE berdasarkan lima tahapan yaitu Analisis, Perancangan, Pengembangan, Implementasi dan Pengujian. Ada lima konten yang dipelajari dalam aplikasi AR Wood Carving Art, yaitu Ukiran Layang, Ukiran Tebuk Timbul Bersilat, Ukiran Tebuk Timbul Tanpa Silat, Ukiran Tebuk Tembus Bersilat, dan Ukiran Tebuk Tembus Tanpa Silat. Kelima konten dievaluasi berdasarkan Kegunaan, Kemudahan Penggunaan, Kemudahan Belajar dan Kepuasan. Proyek ini dievaluasi oleh 27 siswa Kelas 10 SMK Pasir Gudang (Johor) yang mengambil mata pelajaran Seni Rupa.

Berdasarkan jawaban responden, mereka menyatakan setuju bahwa aplikasi mobile AR Wood Carving Art adalah esensial yang baik dan bermanfaat dimana lebih dari 80% responden setuju bahwa aplikasi mobile AR Wood Carving Art berguna dan bermanfaat yang menawarkan nilai tertentu dalam mendukung proses pembelajaran. Temuan ini juga mengungkapkan bahwa aplikasi mobile AR Wood Carving Art adalah cara yang baik dan efektif untuk mempelajari teknik kerajinan kayu untuk siswa pendidikan seni rupa Form 4. Siswa akan menganggap praktik pendekatan pembelajaran Augmented Reality sebagai integral karena dapat menimbulkan motivasi dan kenyamanan belajar.

Keyword: Realitas Berimbuh, Sistem Pembelajaran Daring, Seni Ukiran Kayu.

ABSTRACT

This project is highlight the application of Augmented Reality to support online learning in industry 4.0 environments, specializing in Wood Carving Art for the subject of Visual Arts Education Form 4. The development of interactive application is also in line with the Cross-Curriculum Elements (CCE) through the application of science and technology elements as well as creativity and innovation.

AR Wood Carving Art application uses ADDIE design model based on five phases namely Analysis, Design, Development, Implementation and Testing. There are five contents studied in AR Wood Carving Art application, namely Ukiran Layang, Ukiran Tebuk Timbul Bersilat, Ukiran Tebuk Timbul Tanpa Silat, Ukiran Tebuk Tembus Bersilat, and Ukiran Tebuk Tembus Tanpa Silat. All contents were evaluated based on Usefulness, Ease of Use, Ease of Learn and Satisfaction. The project was evaluated by among 27 students form 4 of SMK Pasir Gudang (Johor) and registered to Visual Arts.

Based on respondents' answers, they agreed that Wood Carving Art AR mobile application was a good and useful essential in which more than 80% of respondents were agreed that the Wood Carving Art AR mobile application is useful and beneficial that offer particular value in supporting the learning process. The finding also reveal that Wood Carving Art AR mobile application was a good and effective way to learning wood craft technique for visual arts education Form 4 students. Students will have perceived the practice of the Augmented Reality learning approach as integral since it could bring about learning motivation and convenience.

Keyword: Augmented Reality, Online Learning, Wood Carving Art.