

DAFTAR ISI

KATA PENGANTAR	Error! Bookmark not defined.
UCAPAN TERIMA KASIH.....	Error! Bookmark not defined.
ABSTRAK.....	Error! Bookmark not defined.
ABSTRACT.....	Error! Bookmark not defined.
DAFTAR ISI.....	1
DAFTAR TABEL.....	3
DAFTAR GAMBAR	4
BAB I PENDAHULUAN.....	Error! Bookmark not defined.
1.1 Latar Belakang	Error! Bookmark not defined.
1.2 Rumusan Masalah	Error! Bookmark not defined.
1.3 Batasan Masalah.....	Error! Bookmark not defined.
1.4 Tujuan Penelitian.....	Error! Bookmark not defined.
1.5 Manfaat Penelitian.....	Error! Bookmark not defined.
BAB II TINJAUAN PUSTAKA	Error! Bookmark not defined.
2.1 Belajar dan Pembelajaran.....	Error! Bookmark not defined.
2.2 Multimedia Pembelajaran	Error! Bookmark not defined.
2.3 <i>Augmented reality</i>	Error! Bookmark not defined.
2.4 Algoritma Pencarian.....	Error! Bookmark not defined.

2.5 Metode Penelitian dan Pengembangan (<i>Research and Development</i>).....	Error! Bookmark not defined.
2.6 Prosedur Penelitian dan Pengembangan	Error! Bookmark not defined.
BAB III METODE PENELITIAN	Error! Bookmark not defined.
3.1 Metodologi Penelitian	Error! Bookmark not defined.
3.2 Desain Penelitian.....	Error! Bookmark not defined.
3.3 Lokasi dan Subjek Penelitian	Error! Bookmark not defined.
3.4 Instrument Penelitian.....	Error! Bookmark not defined.
3.5 Teknik Analisis Data.....	Error! Bookmark not defined.
BAB IV HASIL DAN PEMBAHASAN	Error! Bookmark not defined.
4.1 Hasil Studi Pendahuluan	Error! Bookmark not defined.
4.2 Perancangan Multimedia.....	Error! Bookmark not defined.
4.3 Validasi Produk oleh Pakar dan Pengguna	Error! Bookmark not defined.
defined.	not
4.4 Revisi.....	Error! Bookmark not defined.
4.5 Uji Coba Terbatas.....	Error! Bookmark not defined.
BAB V KESIMPULAN DAN SARAN	Error! Bookmark not defined.
5.1 Kesimpulan.....	Error! Bookmark not defined.
5.2 Saran.....	Error! Bookmark not defined.
DAFTAR PUSTAKA	Error! Bookmark not defined.

DAFTAR TABEL

Tabel 3.1 Tabel Kriteria Persentase Angket (Hartati, 2010: 66)**Error! Bookmark not defined.**

Tabel 3.2 Tabel *Rating Scale***Error! Bookmark not defined.**

Tabel 4.1 Hasil wawancara.....

E

rror! Bookmark not defined.

Tabel 4.2 Hasil Survei.....**Error! Bookmark not defined.**

Tabel 4.3 Pengujian Fungsional.....**Error! Bookmark not defined.**

Tabel 4.4 Uji Coba Performa berdasarkan jarak....**Error! Bookmark not defined.**

Tabel 4.5 Hasil pengujian menggunakan pendekatan *black box testing***Error! Bookmark not defined.**

Tabel 4.6 Rekapitulasi Angket Validasi Oleh Ahli Materi**Error! Bookmark not defined.**

Tabel 4.7 Rekapitulasi Angket Validasi Oleh Ahli Media**Error! Bookmark not defined.**

Tabel 4.8 Rekapitulasi hasil angket**Error! Bookmark not defined.**

Tabel 4.9 Tabel rekapitulasi dalam bentuk persentase**Error! Bookmark not defined.**

DAFTAR GAMBAR

- Gambar 2.1 Factor-faktor yang mempengaruhi proses belajar dan hasil belajar **Error! Bookmark not defined.**
- Gambar 2.2 Konsep Multimedia..... **Error! Bookmark not defined.**
- Gambar 2.3 QR (*quick response*) Code **Error! Bookmark not defined.**
- Gambar 2.4 Fiducial Marker **Error! Bookmark not defined.**
- Gambar 2.5 Markerless marker..... **Error! Bookmark not defined.**
- Gambar 2.6 Model Pengembangan Multimedia Munir (2010:241) **Error! Bookmark not defined.**
- Gambar 3.1 Rincian Prosedur Penelitian (adaptasi Sugiyono, dan Munir). **Error! Bookmark not defined.**
- Gambar 3.2 Tingkat validasi..... **Error! Bookmark not defined.**
- Gambar 4.1 Skema multimedia berbasis *augmented reality* **Error! Bookmark not defined.**
- Gambar 4.2 Pembuatan objek 3 dimensi pada Autodesk 3DS MAX. **Error! Bookmark not defined.**
- Gambar 4.3 Teksture yang digunakan untuk Globe **Error! Bookmark not defined.**
- Gambar 4.4 Sebelum dan setelah pemberian teksture pada objek 3 dimensi **Error! Bookmark not defined.**
- Gambar 4.5 Tahap *exporting* menjadi format DAE **Error! Bookmark not defined.**
- Gambar 4.6 Proses layout dalam program Inkscape **Error! Bookmark not defined.**
- Gambar 4.7 Proses *Packaging* pada program Adobe Flash **Error! Bookmark not defined.**

Setiawan, Chandra A. 2014

Rancang Bangun Multimedia Interaktif Berbasis Augmented Reality Dengan Menggunakan Metode Algoritma Pencarian

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

Gambar 4.8 *Flowchart* multimedia interaktif berbasis *augmented reality* **Error! Bookmark not defined.**

Gambar 4.9 Antarmuka awal **Error! Bookmark not defined.**

Gambar 4.10 Antarmuka SKKD..... **Error! Bookmark not defined.**

Gambar 4.11 Antarmuka pembahasan materi..... **Error! Bookmark not defined.**

Gambar 4.12 Skor Kriterion **Error! Bookmark not defined.**