

**Pengembangan Media Pembelajaran *AUGMENTED Reality* Pada Mata  
Pelajaran Pendidikan Jasmani Di SMA Negeri 3 Jember**

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***ABSTRACT***

*This study aims to design and develop Augmented Reality learning media in Physical Education subjects with Athletic Sports material. Knowing the performance of Augmented Reality learning media on Physical Education subjects and to determine the feasibility of Augmented Reality learning media on Physical Education subjects with athletic sports material. This research is a type of development research. The development model used is waterfall software development which consists of four stages, namely: analysis, design, coding, and testing. This research was conducted in class X SMA Negeri 3 Jember.*

**Keywords :** *Augmented Reality, Pendidikan Jasmani, Media Pembelajaran*