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Abstract
The selection of learning media plays a vital role in enhancing students' learning interest. The current generation of digital natives tends to prefer digital-based learning methods. Three-dimensional learning media utilizing augmented reality (AR) and virtual reality (VR) technologies have become increasingly popular and have been used in various studies to enhance learning outcomes. However, teachers at SMPN 10 Parepare have not yet acquired adequate skills in utilizing AR and VR as learning media. This service program aims to improve teacher competency in integrating AR and VR technologies into their teaching and learning processes. The implementation phase was conducted in three stages: preparation, implementation, and evaluation. The implementation phase employed a structured training approach and involved 20 participants. The development process was carried out on mobile devices. The AR training utilized AssembleR Edu, an immersive educational platform based in 3-dimension AR while the VR training used PICO 4 VR headsets featuring learning videos sourced from YouTube. Based on the participants' satisfaction survey, the training was found to be highly effective to the teachers' professional needs, easy to follow, and effective in supporting the enhancement of teaching quality. Moreover, the program successfully increased teachers' motivation to adopt AR and VR technologies in their classroom practices.

Abstrak
Pemilihan media pembelajaran sangat penting untuk meningkatkan minat belajar siswa. Siswa generasi native digital yang saat ini dilahirkan lebih menyukai media pembelajaran berbasis digital. Media pembelajaran 3 Dimensi yang memanfaatkan teknologi augmented reality dan virtual reality saat ini banyak digunakan dalam berbagai studi untuk meningkatkan hasil belajar. Namun, guru-guru di sekolah yang berada di SMPN 10 Parepare belum menguasai penggunaan AR dan VR sebagai media pembelajaran. Pelatihan ini berfungsi meningkatkan keterampilan guru dalam menggunakan teknologi AR dan VR sebagai media pembelajaran. Pelatihan ini dibagi menjadi tiga tahapan yang terdiri dari persiapan, pelaksanaan dan evaluasi. Tahapan pelaksanaan menggunakan metode pelatihan struktural yang dikaitkan oleh 20 Guru. Selama pelatihan, guru menggunakan teknologi AR dan VR dengan video pembelajaran yang berasal dari YouTube. Berdasarkan angket kesan peserta didik, pelatihan yang dilakukan sangat sesuai dengan kebutuhan guru-guru di sekolah, sangat mudah dipahami dan dapat membantu guru dalam meningkatkan kualitas pembelajaran. Pelatihan ini juga meningkatkan motivasi guru-guru dalam mengintegrasikan teknologi AR dan VR.

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