

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS AUGMENTED
REALITY BOOK SIMULASI PERKEMBANGBIAKAN HEWAN PADA
MATAPELAJARAN IPA (STUDI KASUS: KELAS VI- SD NEGERI 4
SUWUG)**

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ABSTRAK

Tujuan dari penelitian ini adalah mengembangkan media pembelajaran berbasis *Augmented Reality Book* Perkembangbiakan Hewan pada *platform* Android, sebagai salah satu media untuk mempermudah dan memberikan daya tarik tersendiri dalam pemahaman materi perkembangbiakan hewan pada mata pelajaran Ilmu Pengetahuan Alam (IPA) di SD Negeri 4 Suwug.

Pengembangan aplikasi *Augmented Reality Book* Perkembangbiakan Hewan menggunakan model *ADDIE* yang terdiri dari lima tahapan, yaitu tahap *Analyze* (Analisis), *Design* (Desain), *Development* (pengembangan), *Impementation* (Impementasi), dan *Evaluation* (Evaluasi). Pada model ini dilakukan proses evaluasi disetiap tahap-tahap yang dilalui secara terus-menerus sehingga menghasilkan produk yang sesuai dengan kebutuhan di lapangan.

Hasil akhir dari pengembangan ini berupa aplikasi *Augmented Reality* Perkembangbiakan Hewan yang dapat digunakan melalui perangkat *mobile* dengan sistem operasi Android. Hasil akhir penelitian ini menunjukkan bahwa, aplikasi *Augmented Reality* Perkembangbiakan Hewan termasuk kedalam kriteria sangat baik. Hasil yang diperoleh berdasarkan uji *black-box* diperoleh presentase keberhasilan 100%, uji *white-box* diperoleh presentase keberhasilan 100%, uji ahli isi dan uji ahli media di proses dengan Teknik Gregory dengan rata-rata hasil perhitungan 1.00 jika dikonversi ke dalam tabel tingkat pencapaian kriteria validitas ahli termasuk Sangat Tinggi, dan untuk uji respon pengguna dengan persentase 93.4% sehingga masuk kedalam kriteria penilaian yaitu Sangat Baik.

Kata Kunci: *augmented reality book*, media pembelajaran, IPA, perkembangbiakan hewan, model *ADDIE*, android.

**THE DEVELOPMENT OF LEARNING MEDIA BASED ON
AUGMENTED REALITY BOOK ON THE THEORY SIMULATION OF
ANIMALS BREEDING IN IPA LESSONS (CASE STUDY: CLASS VI
STUDENTS- SD NEGERI 4 SUWUG)**

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ABSTRACT

The purpose of this research is to develop learning media based on the Augmented Reality Book of Animal Breeding on the Android platform, as one of the media to facilitate and provide it's an attraction in understanding animal breeding material in Natural Sciences (IPA) lessons in SDN 4 Suwug.

The development of the Augmented Reality Book Animal Breeding application uses the ADDIE model which consists of five stages, namely the Analyze, Design, Development, Implementation, and Evaluation stages. In this model, an evaluation process is carried out in each of the stages that are passed continuously to produce products that meet the needs in the field.

The final result of this development is in the form of Augmented Reality Animal Breeding applications that can be used via mobile devices with the Android operating system. The final results of this study indicate that the application of Augmented Reality Animal Breeding is included in the criteria very well. The results obtained based on the black-box test obtained a percentage of success of 100%, white-box test obtained a percentage of success of 100%, content expert test, and media expert test were processed with Gregory Technique with an average of 1.00 calculation results if converted into a table of achievement levels expert validity criteria included Very High, and for the user response test with a percentage of 93.4% so that it falls into the rating criteria that is Very Good.

Keywords: augmented reality book, learning media, animal breeding, ADDIE model, android.