

**PENGEMBANGAN MEDIA PEMBELAJARAN AUGMENTED REALITY
TEKNIK PENULISAN AKSARA BALI**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk menghasilkan dan mengetahui respon guru dan siswa serta efektifitas pengembangan media pembelajaran Augmented Reality Teknik penulisan Aksara Bali. Jenis penelitian yang digunakan adalah *Research & Development* (R&D) dengan model pengembangan MDLC (Concept, Design, Material Collecting, Assembly, Testing, dan Distribution). Penelitian ini dilakukan pada 13 siswa dan seorang guru yang mengampu mata pelajaran Bahasa Bali di SD Negeri 5 Pujungan. Pengumpulan data dalam penelitian ini didapatkan dengan menggunakan lembar validasi ahli, angket uji coba perorangan, uji coba kelompok kecil, uji lapangan, uji efektifitas, angket uji respon guru dan siswa. Hasil perhitungan ahli isi materi dan ahli media dengan skor masing-masing 1,00 mendapat kriteria “Sangat Tinggi”. Pengujian dari uji coba perorangan mendapat presentase skor 93,7% dengan kualifikasi “Sangat Baik”, uji coba kelompok kecil mendapat presentase skor 92,9% dengan kualifikasi “Sangat Baik”, dan uji lapangan mendapat presentase skor 94,2% dengan kualifikasi “Sangat Baik”. Uji efektifitas dengan memberikan pretest dan posttest memperoleh hasil perhitungan N-Gain 0,74 mendapat kriteria “Tinggi”. Hasil perhitungan uji respon guru mendapat rata-rata skor 49 dengan kategori “Sangat Positif”, respon siswa mendapat skor rata-rata 70,2 dengan kategori “Sangat Positif. Sehingga, penelitian ini dapat disimpulkan bahwa pengembangan media Augmented Reality teknik penulisan Aksara Bali ini mendapat kualitas produk sangat valid, sangat baik, dan sangat efektif.

Kata Kunci: Pengembangan, Media Pembelajaran Augmented Reality, Aksara Bali

***DEVELOPMENT OF AUGMENTED REALITY LEARNING MEDIA
AKSARA BALI WRITING TECHNIQUES***

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ABSTRACT

This research aims to produce and determine teacher and student responses as well as the effectiveness of developing Augmented Reality learning media for Balinese script writing techniques. The type of research used is Research & Development (R&D) with the MDLC (Concept, Design, Material Collecting, Assembly, Testing and Distribution) development model. This research was conducted on 13 students and a teacher who teaches Balinese language subjects at SD Negeri 5 Pujungan. Data collection in this research was obtained using expert validation sheets, individual trial questionnaires, small group trials, field tests, effectiveness tests, teacher and student response test questionnaires. The calculation results of material content experts and media experts with a score of 1.00 each received the "Very High" criteria. Testing from individual trials received a percentage score of 93.7% with the qualification "Very Good", small group trials received a percentage score of 92.9% with the qualification "Very Good", and field trials received a percentage score of 94.2% with the qualification "Very good". The effectiveness test by giving a pretest and posttest obtained an N-Gain calculation result of 0.74 with the criteria "High". The results of the teacher response test calculations received an average score of 49 in the "Very Positive" category, student responses received an average score of 70.2 in the "Very Positive" category. So, this research can be concluded that the development of Augmented Reality media, the Balinese script writing technique, has very valid, very good and very effective product quality.

Keywords: Development, Augmented Reality Learning Media, Aksara Bali