

## ABSTRAK

Pratiwi, Ni Wayan Cika (2023), Pengembangan Media Pembelajaran *Augmented Reality* Berbasis *Profil Pelajar Pancasila* Untuk Meningkatkan Minat Belajar IPA Siswa Kelas IV Di Sekolah Dasar. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata-kata kunci : *Augmented Reality*, *Profil Pelajar Pancasila*, IPA

Penelitian pengembangan ini bertujuan untuk mendeskripsikan rancang bangun dan menghasilkan media pembelajaran *Augmented Reality* berbasis *profil pelajar pancasila* bagi siswa kelas IV SD yang valid, praktis dan efektif terhadap minat belajar IPA di kelas IV sekolah dasar. Model pengembangan yang digunakan dalam penelitian ini adalah model ADDIE. Subjek penelitian ini adalah ahli materi pembelajaran, ahli media pembelajaran, 2 orang guru SD Cerdas Mandiri dan siswa kelas IV di SD Cerdas Mandiri. Metode pengumpulan data yang digunakan adalah metode non tes berupa pemberian kuesioner dengan instrumen penelitiannya berupa lembar kuesioner validitas atau kelayakan, lembar kuesioner kepraktisan dan kuesioner minat belajar. Hasil penelitian menunjukkan bahwa (1) Rancang bangun dari media pembelajaran *Augmented Reality* berbasis *profil pelajar pancasila* ini terdiri dari merancang aplikasi *augmented reality* dan merancang *augmented reality book*. Pada bagian aplikasi *augmented* terdapat cover, scanner, petunjuk, CP dan TP, Kuis, dan biodata penulis dan pembimbing. Pada *Augmented Reality Book* berisi cover, halaman depan, kata pengantar, petunjuk penggunaan buku, daftar isi, materi, petunjuk pelaksanaan dimensi profil pelajar pancasila, lembar kerja peserta didik dan biodata. Pada aplikasi AR dan AR *Book* ini terdapat kuis menjawab soal, LKPD yang digunakan untuk mengetahui pemahaman siswa terhadap materi setelah menggunakan media dan juga proyek yang dapat menarik perhatian siswa, membuat siswa merasa senang, membuat siswa tertarik pada materi yang diberikan dan juga membuat siswa terlibat langsung dalam proses pembelajaran, karena hal tersebut maka media ini dapat membuat minat belajar siswa meningkat. (2) Validitas atau kelayakan media pembelajaran *Augmented Reality* berbasis *profil pelajar pancasila* dari ahli materi pembelajaran sebesar 87 % dengan kualifikasi layak sedangkan dari ahli media pembelajaran sebesar 97 % dengan kualifikasi sangat layak, (3) Kepraktisan media pembelajaran *Augmented Reality* berbasis *profil pelajar pancasila* oleh guru diperoleh persentase rata-rata sebesar 95% dengan kualifikasi sangat praktis sedangkan kepraktisan oleh siswa diperoleh persentase rata-rata sebesar 92% dengan kualifikasi sangat praktis, (4) Efektivitas media pembelajaran *Augmented Reality* berbasis *profil pelajar pancasila* diperoleh nilai sig. < 0,05 yaitu sebesar 0,001 sehingga dapat disimpulkan bahwa media pembelajaran *Augmented Reality* berbasis *profil pelajar pancasila* efektif dalam meningkatkan minat belajar IPA siswa di kelas IV SD Cerdas Mandiri.

## ABSTRACT

Pratiwi, Ni Wayan Cika (2023), Development of Augmented Reality Learning Media Based on Pancasila Student Profiles to Increase Interest in Learning Science for Grade IV Students in Elementary Schools. Thesis, Basic Education, Postgraduate Program, Ganesha University of Education.

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Key words: *Augmented Reality*, Pancasila Student Profile, IPA

This development research aims to describe the design and produce Augmented Reality learning media based on Pancasila student profiles for class IV elementary school students that is valid, practical and effective for interest in learning science in class IV elementary school. The development model used in this research is the ADDIE model. The subjects of this research were learning materials experts, learning media experts, two teachers at Cerdas Mandiri Elementary School and fourth grade students at Cerdas Mandiri Elementary School. The data collection method used was a questionnaire with research instruments in the form of a validity or feasibility questionnaire sheet, a practicality questionnaire sheet and a learning interest questionnaire. The research results show that (1) The design of *Augmented Reality* learning media based on Pancasila student profiles consists of designing an augmented reality application and designing an augmented reality book. In the augmented application section there is a cover, scanner, instructions, CP and TP, quizzes, and author and supervisor biodata. The *Augmented Reality Book* contains a cover, front page, foreword, instructions for using the book, table of contents, materials, instructions for implementing the Pancasila student profile dimensions, student worksheets and biodata. In the AR and AR Book applications there are quizzes to answer questions, LKPD which are used to determine students' understanding of the material after using media and also projects that can attract students' attention, make students feel happy, make students interested in the material provided and also make students involved. directly in the learning process, because of this, this media can increase students' interest in learning. (2) The validity or feasibility of *Augmented Reality* learning media based on Pancasila student profiles from learning material experts is 87% with decent qualifications while from learning media experts it is 97% with very decent qualifications, (3) The practicality of *Augmented Reality* learning media based on Pancasila student profiles by teachers obtained an average percentage of 95% with very practical qualifications, while practicality by students obtained an average percentage of 92% with very practical qualifications, (4) The effectiveness of *Augmented Reality* learning media based on Pancasila student profiles obtained a sig. < 0.05, which is 0.001, so it can be concluded that *Augmented Reality* learning media based on Pancasila student profiles is effective in increasing students' interest in learning science in class IV at Cerdas Mandiri Elementary School.