

**PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *AUGMENTED*
REALITY UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA
MATERI SISTEM PENCERNAAN PADA MANUSIA MUATAN IPAS
KELAS V SD**

Oleh

Dewa Gede Agung Raditya Biantara

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Studi ini dilatar belakangi oleh sebagian 50% siswa belum aktif sehingga suasana dalam belajar kurang dinamis. Empat tujuan penelitian pengembangan ini: (1) analisis desain media pembelajaran berbasis *Augmented Reality*; (2) nilai analisis ahli materi maupun media pembelajaran berbasis *Augmented Reality*; (3) analisis respon guru maupun siswa saat menggunakan media berbasis *Augmented Reality*; serta (4) analisis efektivitas pada media *Augmented Reality* untuk meningkatkan motivasi belajar siswa kelas V SD. Studi pengembangan menggunakan model ADDIE, seta data penelitian dikumpulkan melalui metode kuesioner/angket. Analisis deskriptif kuantitatif digunakan untuk menganalisis data. Analisis (a), perancangan (b), pengembangan (c), implementasi (d), dan (e) valuasi yaitu hasil dari penelitian pengembangan ini. Studi ini mengambil subjek media pembelajaran berbasis *Augmented Reality*. Validitas media, materi, respon pengguna, dan efektivitas media adalah objek penelitian pengembangan. Hasil menunjukkan bahwa (1) penelitian pengembangan ini telah berhasil meningkatkan motivasi belajar siswa SD dalam menggunakan media pembelajaran berbasis *Augmented Reality*; (2) kelayakan ahli materi memperoleh indeks validitas sebesar 0,93, ahli media sebesar 0,95 dengan kualifikasi validitas yang sangat tinggi; (3) tingkat pencapaian guru dan kelompok kecil (siswa) adalah sebesar 97,5%, serta 96,44% kualifikasi sangat baik; (4) Media pembelajaran berbasis *Augmented Reality* efektif mampu meningkatkan motivasi siswa untuk belajar, karena nilai signifikansi (*2-tailed*) pada uji-t berkorelasi menunjukkan angka sebesar 0,001 yang lebih kecil dari 0,05 (taraf signifikansi 5%).

Kata Kunci : *Augmented Reality*, Sistem Pencernaan, Motivasi Belajar.

ABSTRACT

This study was motivated by the fact that 50% of students were not active so the learning atmosphere was less dynamic. The four objectives of this development research are: (1) analysis of Augmented Reality-based learning media design; (2) the value of material expert analysis and Augmented Reality-based learning media; (3) analysis of teacher and student responses when using Augmented Reality-based media; and (4) analysis of the effectiveness of Augmented Reality media to increase learning motivation for fifth grade elementary school students. The development study uses the ADDIE model, and research data is collected using the questionnaire method. Quantitative descriptive analysis was used to analyze the data. Analysis (a), design (b), development (c), implementation (d), and (e) valuation are the results of this development research. This study takes the subject of Augmented Reality-based learning media. Media validity, material, user response, and media effectiveness are objects of development research. The results show that (1) this development research has succeeded in increasing elementary school students' learning motivation in using Augmented Reality-based learning media; (2) the eligibility of material experts to obtain a validity index of 0.93, media experts of 0.95 with very high validity qualifications; (3) the achievement level of teachers and small groups (students) was 97.5%, and 96.44% had very good qualifications; (4) Augmented Reality-based learning media can effectively increase students' motivation to learn, because the significance value (2-tailed) in the correlated t-test shows a figure of 0.001 which is smaller than 0.05 (5% significance level).

Keywords: *Augmented Reality, Digestive System, Learning Motivation.*

