PENGEMBANGAN AUGMENTED REALITY PENGENALAN PERLENGKAPAN SEKOLAH DALAM PENERAPAN FLASHCARD DENGAN METODE PECS (*PICTURE EXCHANGE COMMUNICATION SYSTEM*) UNTUK ANAK AUTISME DI YAYASAN BALI PERMATA HATI

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ABSTRAK

Pengembangan *Augmented Reality* Pengenalan Perlengkapan Sekolah dalam Penerapan *Flashcard* dengan metode PECS (*Picture Exchange Communication System*) untuk Anak Autisme di Yayasan Bali Permata Hati merupakan sebuah media interaktif yang digunakan sebagai selingan terapi untuk mengembalikan minat dan fokus anak penyandang autisme. Flashcard konvensional yang digunakan pada saat ini minim dengan interaktifitas, sehingga anak autisme mudah bosan kemudian menjadi tantrum. Selain itu, *flashcard* konvensional juga mudah rusak dan hilang, sehingga perlu mencetak flashcard yang sama berula-ulang. Tujuan dari penelitian ini adalah untuk mengetahui rancang bangun, serta respon pengguna terhadap *augmented reality* yang telah dikembangkan.

Penelitian ini menggunakan metode penelitian R&D (*Research and Development*) dengan model Multimedia Development Life Cycle. Tahapan dalam model ini meliputi *concept*, *design*, *material collecting*, *assembly*, *testing*, dan *distribution*. Penelitian ini diawali dengan validasi data kepada psikolog di Yayasan Bali Permata Hati. Pada tahap pengujian, telah dilakukan Uji Balckbox serta Uji Ahli Isi dengan persentase hasil sebesar 100% yang dikategorikan sangat baik, Uji Ahli Media sebesar 100%, dan Uji Respon Pengguna mendapatkan persentase hasil sebesar 83,33% dengan kategori sangat positif dan 16,67% dengan kategori positif.

Kata Kunci: *Augmented Reality*, Autisme, *Flashcard*, PECS

DEVELOPMENT OF AUGMENTED REALITY INTRODUCTION OF SCHOOL SUPPLIES IN THE IMPLEMENTATION OF FLASHCARDS WITH PECS (PICTURE EXCHANGE COMMUNICATION SYSTEM) METHOD FOR CHILDREN WITH AUTISM AT THE BALI PERMATA HATI FOUNDATION

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ABSTRACT

The development of Augmented Reality Introduction to School Supplies in the Application of Flashcards with the PECS (Picture Exchange Communication System) method for Children with Autism at the Bali Permata Hati Foundation is an interactive media that is used as a therapeutic interlude to restore the interest and focus of children with autism. Conventional flashcards used at this time are very minimal with interactivity so that children with autism are easily bored and then become tantrum. In addition, conventional flashcards are also easily damaged and lost, so parents and schools must repeatedly print the same flashcards. This study aims to determine the design, as well as user response to augmented reality that has been made.

This research uses the R&D (Research and Development) research method with the MDLC (Multimedia Development Life Cycle) model. The stages in this model consist of concept, design, material collecting, assembly, testing, and distribution. This research begins with data validation to psychologists at Yayasan Bali Permata Hati. At the testing stage, the Balckbox Test and Content Expert Test have been carried out with a percentage of results of 100% which is categorized as very good, the Media Expert Test is 100%, and the User Response Test gets a percentage of results of 83.33% in the very positive category and 16.67% in the positive category.

Keywords: Augmented Reality, Autism, Flashcard, PECS.