

PENGEMBANGAN MEDIA PIRAMIDA MAKANAN *AUGMENTED REALITY* BERBASIS CODING PADA MATERI IPAS UNTUK MENINGKATKAN KEMANDIRIAN BELAJAR DAN *COMPUTATIONAL THINKING* SISWA DI SEKOLAH DASAR

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ABSTRAK

Penelitian ini bertujuan untuk merancang media pembelajaran berupa Piramida Makanan *Augmented reality* Berbasis Coding mengenai jaring-jaring makanan, yang valid, praktis, dan efektif dalam meningkatkan kemandirian belajar dan *computational thinking* siswa kelas V SD. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri atas lima tahap, yaitu (1) analisis, (2) perancangan, (3) pengembangan, (4) penerapan, dan (5) evaluasi. Subjek dari pengembangan ini adalah media Piramida Makanan *Augmented reality* Berbasis Coding, sedangkan objeknya meliputi validitas, kepraktisan, dan efektivitas produk yang dihasilkan. Metode pengumpulan data dilakukan melalui angket dan tes esai. Hasil penelitian menunjukkan bahwa: (1) validitas produk yang dihasilkan memperoleh nilai rata-rata untuk media sebesar 0,92 dan materi 0,93, yang mengindikasikan produk tersebut sangat layak digunakan; (2) kepraktisan media berdasarkan uji respon siswa memperoleh skor 90% (sangat baik). (3) uji-t berkolerasi menghasilkan nilai signifikansi (2-tailed) sebesar 0,001 atau $p < 0,05$, yang menunjukkan bahwa media berupa Piramida Makanan *Augmented reality* Berbasis Coding mengenai jaring-jaring makanan untuk meningkatkan kemandirian belajar dan *computational thinking* siswa siswa kelas V SD Negeri 3 Suwug. Berdasarkan temuan tersebut, rekomendasi yang diberikan berfokus pada peningkatan kualitas media pembelajaran dengan lebih menekankan integrasi penggunaan teknologi secara mendalam, merancang desain yang interaktif dan ramah anak, serta mengembangkan aktivitas pembelajaran yang dapat mendorong siswa untuk mandiri sekaligus meningkatkan kemampuan berfikir komputasi mereka.

Kata kunci: Piramida Makanan, *Augmented Reality*, Kemandirian Belajar, *Computational Thinking*, Model ADDIE.

DEVELOPMENT OF CODING-BASED AUGMENTED REALITY FOOD PYRAMID MEDIA ON SCIENCE AND SCIENCE MATERIALS TO IMPROVE STUDENTS' LEARNING INDEPENDENCE AND COMPUTATIONAL THINKING IN ELEMENTARY SCHOOLS

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ABSTRACT

This research aims to design a learning media in the form of a Coding-Based Augmented Reality Food Pyramid regarding food webs, which is valid, practical, and effective in increasing learning independence and computational thinking of grade V elementary school students. This development research uses the ADDIE model which consists of five stages, namely (1) analysis, (2) design, (3) development, (4) application, and (5) evaluation. The subject of this development is the Coding-Based Augmented reality Food Pyramid media, while the objects include the validity, practicality, and effectiveness of the resulting product. The data collection method is carried out through questionnaires and essay tests. The results of the study show that: (1) the validity of the resulting product obtained an average value for the media of 0.92 and the material of 0.93, which indicates that the product is very suitable for use; (2) the practicality of the media based on the student response test obtained a score of 90% (very good). (3) The correlation t-test produced a significance value (2-tailed) of 0.001 or $p < 0.05$, which showed that the media in the form of a Coding-Based Augmented Reality Food Pyramid regarding food webs to increase the learning independence and computational thinking of grade V students of SD Negeri 3 Suwug. Based on these findings, the recommendations given focus on improving the quality of learning media by emphasizing the integration of the use of tegnolli in depth, designing interactive and child-friendly designs, and developing learning activities that can encourage students to be independent while improving their computational thinking skills.

Keywords: *Food Pyramid, Augmented Reality, Learning Independence, Computational Thinking, ADDIE Model.*