

**PENGEMBANGAN MEDIA INTERAKTIF *AUGMENTED REALITY*  
BERBASIS *PROBLEM SOLVING* PADA MATERI LAPISAN  
DAN STRUKTUR BUMI KELAS V SEKOLAH DASAR**

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**ABSTRAK**

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, validitas, kepraktisan, serta efektivitas media interaktif *augmented reality* berbasis *problem solving* pada materi lapisan dan struktur bumi kelas V sekolah dasar terhadap hasil belajar siswa. Penelitian ini merupakan bagian dari penelitian pengembangan dengan model ADDIE. Subjek uji coba dalam penelitian ini terdiri dari 2 orang ahli materi, 2 orang ahli media, 3 orang siswa uji coba perorangan, 9 orang siswa uji coba kelompok kecil, 1 orang guru kelas V, serta 19 orang siswa subjek uji efektivitas. Objek uji coba dalam penelitian ini adalah validitas, kepraktisan, serta efektivitas media yang dikembangkan. Hasil penelitian menunjukkan bahwa: (1) media interaktif *augmented reality* berbasis *problem solving* memperoleh validitas materi sebesar 0,97 dan media sebesar 0,98 dengan kualifikasi sangat valid; (2) media interaktif *augmented reality* berbasis *problem solving* dikategorikan sangat praktis dengan hasil kepraktisan uji coba perorangan sebesar 91,67%, uji coba kelompok kecil sebesar 92,22%, dan guru sebesar 98,75%; (3) pengujian hipotesis memperoleh nilai  $t_{hitung} > t_{tabel}$  ( $12,641 > 1,734$ ), sehingga disimpulkan bahwa terdapat perbedaan hasil belajar IPAS materi lapisan dan struktur Bumi siswa kelas V sebelum dan sesudah menggunakan media interaktif *augmented reality* berbasis *problem solving*.

**Kata kunci:** media interaktif, *augmented reality*, *problem solving*, lapisan dan struktur Bumi.

**DEVELOPMENT OF PROBLEM-SOLVING-BASED AUGMENTED  
REALITY INTERACTIVE MEDIA ON THE LAYERS AND  
STRUCTURE OF EARTH MATERIAL FOR GRADE V  
ELEMENTARY SCHOOL STUDENTS**

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**ABSTRACT**

*This study aims to describe the design, validity, practicality, and effectiveness of problem-solving-based interactive augmented reality media on the layers and structure of earth material in grade V elementary school on student learning outcomes. This research is part of development research with the ADDIE model. The trial subjects in this study consisted of two material experts, two media experts, three individual trial students, nine small group trial students, one fifth grade teacher, and nineteen effectiveness test subjects. The trials object in this study is the validity, practicality, and effectiveness of the developed media. The results showed that: (1) problem-solving-based augmented reality interactive media obtained material validity of 0.97 and media of 0.98 with very valid qualifications; (2) problem-solving-based augmented reality interactive media is categorized as very practical with the results of the practicality of individual trials of 91.67%, small group trials of 92.22%, and teachers of 98.75%; (3) hypothesis testing obtained the value of  $t_{count} > t_{table}$  ( $12.641 > 1.734$ ), leading to the conclusion that there were differences in the learning outcomes of IPAS material on the layers and structure of Earth for grade V students before and after using problem-solving-based augmented reality interactive media.*

**Keywords:** *interactive media, augmented reality, problem-solving, Earth's layers and structure.*