

PENGEMBANGAN MEDIA PEMBELAJARAN *POP-UP BOOK* BERBANTUAN *AUGMENTED REALITY* UNTUK MENINGKATKAN MINAT BACA KONSEP KERAJAAN HINDU DI NUSANTARA KELAS IV DI SD NEGERI 2 KAYUPUTIH MELAKA

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *pop-up book* berbantuan *augmented reality* untuk meningkatkan minat baca konsep sejarah kerajaan hindu di nusantara kelas 4 sekolah dasar yang diuji tingkat validitas media, kepraktisan media dan efektivitas media. Penelitian ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementasion, and Evaluation*). Metode pengumpulan data menggunakan instrument kuesioner kepada guru dan peserta didik. Validitas media dilakukan oleh 2 ahli media dan 2 ahli materi IPAS SD. Kepraktisan (respon peserta didik dan guru) media dilakukan oleh 2 guru dan 2 peserta didik kelas IV. Pengujian efektivitas media menggunakan desain *one group pretest posttest* dengan jumlah sampel sebanyak 17 peserta didik kelas IV. Hasil dari data dianalisis secara kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa media pembelajaran *pop-up book* berbantuan *augmented reality* memiliki skor validitas ahli media 4,5 dan skor validitas ahli materi 4,5 dengan kategori tingkat validitas sangat baik, kepraktisan mendapatkan skor persentase sebesar 90,8% dengan kategori sangat baik dan praktis, serta media pembelajaran memiliki pengaruh yang signifikan untuk meningkatkan minat baca peserta didik konsep sejarah kerajaan hindu di nusantara.

Kata Kunci: Media Pembelajaran, *Pop-up book*, *Augmented reality*, Miant Baca

DEVELOPMENT OF POP-UP BOOK LEARNING MEDIA ASSISTED BY AUGMENTED REALITY TO INCREASE INTEREST IN READING THE CONCEPT OF HINDU KINGDOMS IN THE ARCHIPELAGO CLASS IV AT SD NEGERI 2 KAYUPUTIH MELAKA

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ABSTRACT

This research aims to develop pop-up book learning media assisted by augmented reality to increase interest in reading the concept of the history of Hindu kingdoms in the archipelago of grade 4 elementary school which is tested for media validity, media practicality and media effectiveness. This research uses the ADDIE development model (Analyze, Design, Development, Implementation, and Evaluation). The data collection method uses a questionnaire instrument to teachers and students. Media validity was carried out by 2 media experts and 2 SD IPAS material experts. Practicality (student and teacher responses) of the media was carried out by 2 teachers and 2 grade IV students. Testing the effectiveness of the media using a one group pretest posttest design with a sample size of 17 fourth grade students. The results of the data were analyzed qualitatively and quantitatively. The results showed that the pop-up book learning media assisted by augmented reality had a media expert validity score of 4.5 and a material expert validity score of 4.5 with a very good validity level category, practicality got a percentage score of 90.8% with a very good and practical category, and learning media had a significant effect on increasing students' interest in reading the concept of the history of Hindu kingdoms in the archipelago.

Kata Kunci: Instructional Media, Pop-up book, Augmented Reality, Interest In Reading