

PENGEMBANGAN MEDIA *FLASHCARD* BERBASIS *AUGMENTED REALITY* UNTUK MENINGKATKAN HASIL BELAJAR SISWA PADA TOPIK SIKLUS AIR KELAS V SDN 3 BANJAR TEGEHA

Oleh

Kadek Kartika Listiani, NIM 2111031515

Program Studi S1 Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media *flashcard* berbasis *augmented reality* untuk meningkatkan hasil belajar siswa pada topik siklus air kelas V SD yang valid, praktis dan efektif. Penelitian yang dilakukan merupakan penelitian pengembangan (*Research & Development*) dan menggunakan model pengembangan ADDIE. Metode pengumpulan data yang digunakan dalam penelitian ini yaitu menggunakan instrument kuesioner dan tes objektif. Data hasil validitas media bersumber dari penilaian ahli materi pembelajaran dan ahli media pembelajaran. Pada penelitian ini memperoleh hasil penilaian ahli materi sebesar 4,87 dan sebesar 4,91 dari penilaian ahli media pembelajaran, sehingga hasil tersebut memiliki kualifikasi sangat baik. Data dari kepraktisan media bersumber pada penilaian respon praktisi dan respon 10 orang siswa kelas V SD. Hasil persentase respon praktisi sebesar 91% dan hasil respon siswa sebesar 95,2%, sehingga hasil respon tersebut dapat dikualifikasikan sangat baik. Pengujian untuk mengukur efektivitas produk dilakukan dengan menggunakan desain *one group pretest-posttest* pada jumlah sampel sebanyak 18 orang siswa kelas V SD. Hasil dari data dianalisis secara kualitatif dan kuantitatif. Hasil dari penelitian media *flashcard* berbasis *augmented reality* untuk meningkatkan hasil belajar siswa pada topik siklus air kelas V SD dinyatakan: (1) valid yang ditinjau berdasarkan aspek isi, desain dan media pembelajaran, (2) praktis yang ditinjau berdasarkan perspektif praktisi dan siswa, (3) efektif untuk meningkatkan hasil belajar siswa pada topik siklus air kelas V yang dibuktikan dengan hasil uji-t. Berdasarkan hasil tersebut dapat disimpulkan bahwa media *flashcard* berbasis *augmented reality*, dinyatakan valid, praktis dan efektif dalam meningkatkan hasil belajar siswa.

Kata Kunci: Media pembelajaran, *Flashcard*, *Augmented Reality*, Hasil Belajar, Siklus air.

**DEVELOPMENT OF AUGMENTED REALITY BASED FLASHCARD
MEDIA TO IMPROVE STUDENTS' LEARNING OUTCOMES ON THE
TOPIC OF THE WATER CYCLE IN GRADE V OF SDN 3 BANJAR
TEGEHA**

By

Kadek Kartika Listiani, NIM 2111031515

Study Program S1 Elementary School Teacher Education

Elementary Education Department

ABSTRACT

This study aims to develop flashcard media based on augmented reality to improve student learning outcomes on the topic of the water cycle in grade V of elementary school that is valid, practical and effective. The research conducted is a development research (Research & Development) and uses the ADDIE development model. The data collection method used in this study is using a questionnaire instrument and an objective test. Data on the validity of the media comes from the assessment of learning material experts and learning media experts. In this study, the results of the material expert assessment were 4.87 and 4.91 from the assessment of learning media experts, so that the results have very good qualifications. The data from the practicality of the media is sourced from the assessment of practitioner responses and the responses of 10 fifth grade elementary school students. The results of the percentage of practitioner responses were 91% and the results of student responses were 95.2%, so that the results of the responses can be qualified as very good. Testing to measure the effectiveness of the product was carried out using a one group pretest-posttest design on a sample of 18 fifth grade elementary school students. The results of the data were analyzed qualitatively and quantitatively. The results of the research on augmented reality-based flashcard media to improve student learning outcomes on the topic of the water cycle for fifth grade elementary school were stated: (1) valid as reviewed based on aspects of content, design and learning media, (2) practical as reviewed based on the perspectives of practitioners and students, (3) effective in improving student learning outcomes on the topic of the water cycle for fifth grade as evidenced by the results of the t-test. Based on these results, it can be concluded that augmented reality-based flashcard media is stated to be valid, practical and effective in improving student learning outcomes.

Keywords: *Learning media, Flashcard, Augmented Reality, Learning Outcomes, Water cycle.*