

PENGEMBANGAN MEDIA *FLASHCARD* BERBASIS *AUGMENTED REALITY* MATERI SISTEM PENCERNAAN MANUSIA MAPEL IPAS KELAS V SD NO 2 SEDANG, BADUNG

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ABSTRAK

Penelitian ini memiliki empat tujuan (1) mendeskripsikan kualitas rancang bangun media *Flashcard* berbasis *Augmented Reality* materi sistem pencernaan manusia mapel IPAS (2) mengetahui validitas media *Flashcard* berbasis *Augmented Reality* materi sistem pencernaan manusia mapel IPAS, ditinjau dari uji isi/materi, uji desain dan uji media (3) mengetahui kepraktisan media *Flashcard* berbasis *Augmented Reality* materi sistem pencernaan manusia mapel IPAS, ditinjau dari uji respon praktis guru, uji coba kelompok kecil, dan uji coba perorangan serta (4) mengetahui efektivitas media *Flashcard* berbasis *Augmented Reality* materi sistem pencernaan manusia mapel IPAS, yang ditinjau dari hasil uji statistik inferensial dengan teknik uji-t. penelitian ini merupakan penelitian pengembangan yang menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Pengumpulan data dilakukan melalui tes objektif pilihan ganda, dan kuesioner/angket serta pada analisis data menggunakan teknik deskriptif kuantitatif dan statistik inferensial. Berdasarkan hasil penelitian pengembangan ini menunjukkan bahwa (1) hasil uji rancang bangun media *Flashcard* memperoleh skor 92,5% dengan kualifikasi sangat baik, (2) hasil validitas media *Flashcard* menunjukkan hasil uji isi/materi memperoleh skor 87,49% dengan kualifikasi **(Baik)**, uji desain pembelajaran memperoleh skor 93,75% dengan kualifikasi **(Sangat Baik)**, uji media pembelajaran memperoleh skor 93,75 dengan kualifikasi **(Sangat Baik)** (3) kepraktisan media *Flashcard* menunjukkan hasil uji respon praktis guru memperoleh skor 98% dengan kualifikasi **(Sangat Baik)**, uji perorangan memperoleh skor 96,53% dengan kualifikasi **(Sangat Baik)** dan uji kelompok kecil memperoleh skor 93,05% dengan kualifikasi **(Sangat Baik)**. Kesimpulan yang diperoleh dari gabungan hasil uji kepraktisan yakni 95,85% dengan kualifikasi **(sangat baik)** (4) Efektivitas media *Flashcard* berdasarkan hasil uji-t, diperoleh nilai $t_{hitung} = 9.512 > t_{tabel} = 1.706$ pada taraf signifikan 5% dengan $(db) = 26$ sehingga H_0 ditolak H_1 diterima, yang berarti terdapat perbedaan yang signifikan sebelum dan sesudah penggunaan media *Flashcard* berbasis *Augmented Reality*. Dengan demikian, dapat disimpulkan bahwa media *Flashcard* berbasis *Augmented Reality* layak dan efektif diterapkan dalam pembelajaran materi sistem pencernaan manusia pada mapel IPAS kelas V SD No 2 Sedang.

Kata Kunci: ADDIE, Media *Flashcard*, *Augmented Reality*, IPAS

**DEVELOPMENT OF AUGMENTED REALITY BASED FLASHCARD
MEDIA ON HUMAN DIGESTIVE SYSTEM SUBJECT FOR GRADE V SDN
2 SEDANG, BADUNG**

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ABSTRACT

This study has four objectives (1) to describe the quality of the design of Augmented Reality-based Flashcard media on human digestive system material for science subjects (2) to determine the validity of Augmented Reality-based Flashcard media on human digestive system material for science subjects, reviewed from the content/material test, design test and media test (3) to determine the practicality of Augmented Reality-based Flashcard media on human digestive system material for science subjects, reviewed from the practical response test of teachers, small group trials, and individual trials and (4) to determine the effectiveness of Augmented Reality-based Flashcard media on human digestive system material for science subjects, reviewed from the results of inferential statistical tests with the technique t-test. This research is a development research using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Data collection was carried out through multiple-choice objective tests, and questionnaires/surveys and data analysis using quantitative descriptive techniques and inferential statistics. Based on the results of this development research, it shows that (1) the results of the Flashcard media design test obtained a score of 92.5% with very good qualifications, (2) the results of the Flashcard media validity showed that the results of the content/material test obtained a score of 87.49% with qualifications (Good), the learning design test obtained a score of 93.75% with qualifications (Very Good), the learning media test obtained a score of 93.75 with qualifications (Very Good) (3) the practicality of the Flashcard media showed that the results of the teacher's practical response test obtained a score of 98% with qualifications (Very Good), the individual test obtained a score of 96.53% with qualifications (Very Good) and the small group test obtained a score of 93.05% with qualifications (Very Good). The conclusion obtained from the combined results of the practicality test is 95.85% with the qualification (very good) (4) The effectiveness of Flashcard media based on the results of the t-test, obtained a t-count value = 9,512 > t-table = 1,706 at a significance level of 5% with (db) = 26 so that H0 is rejected H1 is accepted, which means there is a significant difference before and after the use of Flashcard media based on Augmented Reality. Thus, it can be concluded that Flashcard media based on Augmented Reality is feasible and effective to be applied in learning human digestive system material in the social science subject of grade V SD No. 2 Sedang.

Keywords: ADDIE, Flashcard Media, Augmented Reality, Social Science