

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *AUGMENTED REALITY* PADA MATERI KEHIDUPAN SEJARAH PADA MASA KERAJAAN HINDU, BUDHA, DAN ISLAM DI INDONESIA KELAS IV SDN 18 SESETAN

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ABSTRAK

Penelitian ini bertujuan mengembangkan dan menguji kelayakan dan efektivitas media pembelajaran berbasis *Augmented Reality* (AR) pada materi kehidupan sejarah masa Hindu, Buddha, dan Islam di Indonesia untuk siswa kelas IV SD. Latar belakang penelitian ini didasari oleh rendahnya pemahaman siswa akibat metode pembelajaran konvensional yang kurang interaktif. Penelitian menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan melalui kuesioner dan tes. Data tersebut dianalisis menggunakan Teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan disimpulkan bahwa media pembelajaran berbasis *Augmented Reality* yang dikembangkan layak dan efektif digunakan dalam proses pembelajaran yang dibuktikan dari hasil uji ahli rancang bangun memperoleh skor 92,05% (**Sangat baik**) kelayakan yang dilakukan oleh ahli materi memperoleh skor 85,71% (**Baik**), desain pembelajaran diperoleh skor 93,75% (**Sangat baik**), dan media pembelajaran diperoleh skor 87,5% yang dikategorikan (**Baik**), uji coba perorangan dan kelompok kecil juga menunjukkan hasil (**Baik**) dengan skor 84,83% dan 84,77%. Uji efektivitas dengan uji-t diperoleh $t\text{-hitung} = 6,130 > t\text{-tabel} = 2,039$ pada taraf signifikansi 5% dengan derajat kebebasan (df) = 32, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian dapat disimpulkan bahwa media pembelajaran berbasis *Augmented Reality* layak dan efektif digunakan dalam pembelajaran IPS khususnya pada materi kehidupan sejarah pada kelas IV SD.

Kata kunci: ADDIE, *Augmented Reality*, IPS, Kehidupan Sejarah

**DEVELOPMENT OF AUGMENTED REALITY-BASED LEARNING MEDIA
ON THE MATERIAL OF HISTORICAL LIFE DURING THE HINDU,
BUDDHIST, AND ISLAMIC KINGDOM ERA IN INDONESIA
CLASS IV SDN 18 SESETAN**

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ABSTRACT

This study aims to develop and test the feasibility and effectiveness of Augmented Reality (AR)-based learning media on the material of historical life during the Hindu, Buddhist, and Islamic periods in Indonesia for fourth grade elementary school students. The background of this study is based on the low understanding of students due to conventional learning methods that are less interactive. The study uses the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). The data collection method used is through questionnaires and tests. The data was analyzed using quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of the development research concluded that the Augmented Reality-based learning media developed were feasible and effective for use in the learning process as evidenced by the results of the design expert test obtained a score of 92.05% (Very good) the feasibility carried out by the material expert obtained a score of 85.71% (Good), the learning design obtained a score of 93.75% (Very good), and the learning media obtained a score of 87.5% which was categorized as (Good), individual and small group trials also showed results (Good) with scores of 84.83% and 84.77%. The effectiveness test with the t-test obtained $t\text{-count} = 6.130 > t\text{-table} = 2.039$ at a significance level of 5% with degrees of freedom (df) = 32, so that H_0 was rejected and H_1 was accepted. Thus it can be concluded that Augmented Reality-based learning media are feasible and effective for use in social studies learning, especially in the material of historical life in grade IV of elementary school.

Keywords: ADDIE, Augmented Reality, Social Studies, Historical Life