

**PENGEMBANGAN MEDIA *AUGMENTED REALITY BOOK* “SUKA”
(SUKU BANGSAKU) BERBASIS *SELF-INSTRUCTIONAL* UNTUK
MENSTIMULASI KECERDASAN INTRAPERSONAL KELAS III
SEKOLAH DASAR**

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ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, mengetahui hasil kelayakan yang ditinjau dari uji ahli isi materi pembelajaran, uji ahli desain instruksional, uji ahli media pembelajaran, uji perorangan, dan uji kelompok kecil pada mata Pelajaran Pendidikan Pancasila materi Kekayaan Suku Bangsaku kelas III sekolah dasar serta mengetahui efektivitas media *augmented reality book* “Suka” berbasis *self-instructional* untuk menstimulasi kecerdasan intrapersonal kelas III sekolah dasar. Manfaat teoritis penelitian ini adalah memberikan kontribusi dalam menstimulasi kecerdasan intrapersonal peserta didik dalam memahami dirinya sendiri, serta dapat menjadi acuan dalam pelaksanaan kegiatan belajar pada mata pelajaran Pendidikan Pancasila untuk kelas III SD. Penelitian ini menggunakan model pengembangan ADDIE, yang terdiri dari tahap: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Metode pengumpulan data dilaksanakan melalui metode nontes berupa observasi, wawancara dan angket/kuesioner. Hasil penelitian pengembangan ini terdiri dari (1) rancang bangun media *augmented reality book* “Suka” berbasis *self-instructional* berupa *flowchart* dan *storyboard* berdasarkan tahapan model ADDIE untuk menghasilkan media *augmented reality book* “Suka” yang berbentuk buku serta menggabungkan objek 2D dan 3D yang dapat diakses melalui kamera dari perangkat android. (2) Hasil kelayakan produk dilakukan melalui penilaian ahli isi materi pembelajaran sebesar (97,49%), ahli desain instruksional sebesar (93,75%), ahli media pembelajaran sebesar (96,31%), uji coba perorangan sebesar (94,99%), serta uji coba kelompok kecil sebesar (96,29%). (3) Berdasarkan hasil uji efektivitas media ini di uji melalui uji t *sample dependent* diperoleh hasil t_{hitung} sebesar 11,32 sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $dk = (n_1 - 1) = (19 - 1) = 18$ diperoleh nilai t_{tabel} 1.734. Hasil tersebut menunjukkan bahwa $t_{hitung} 11,32 > t_{tabel} 1.734$. Maka dari hasil analisis tersebut dapat disimpulkan bahwa H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa media *augmented reality book* “Suka” (suku bangsaku) berbasis *self-instructional* untuk menstimulasi kecerdasan intrapersonal menunjukkan efektivitas dalam meningkatkan kecerdasan intrapersonal peserta didik kelas III Sekolah Dasar.

Kata kunci: pengembangan, *augmented reality book*, *self-instructional*, kecerdasan intrapersonal, Pendidikan Pancasila.

**DEVELOPMENT OF SELF-INSTRUCTIONAL AUGMENTED REALITY
BOOK "SUKA" (SUKU BANGSAKU) TO STIMULATE INTRAPERSONAL
INTELLIGENCE IN GRADE III ELEMENTARY SCHOOL**

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ABSTRACT

This study aims to describe the design, find out the feasibility results reviewed from the expert test of the content of the learning material, the expert test of instructional design, the expert test of learning media, the individual test, and the small group test on the subject of Pancasila Education material of the Wealth of the Bangsaku Tribes in grade III elementary school and to find out the effectiveness of the self-instructional augmented reality book "Like" mediato stimulate intrapersonal intelligence in grade III elementary school. The theoretical benefit of this research is that it contributes to stimulating students' intrapersonal intelligence in understanding themselves, and can be a reference in the implementation of learning activities in the subject of Pancasila Education for grade III elementary school. This research uses the ADDIE development model, which consists of stages: Analysis, Design, Development, Implementation, and Evaluation. The data collection method is carried out through non-test methods in the form of observation, interviews and questionnaires. The results of this development research consist of (1) designing and building a self-instructional "Suka" augmented reality book media in the form of flowcharts and storyboards based on the stages of the ADDIE model to produce augmented reality book media "Likes" are in the form of books and combine 2D and 3D objects that can be accessed through the camera from an android device. (2) Product feasibility results were carried out through expert assessments of learning material content (97.49%), instructional design experts (93.75%), learning media experts (96.31%), individual trials (94.99%), and small group trials (96.29%). (3) Based on the results of the media effectiveness test, tested through the sample dependent t-test, the ttable result was obtained at a significance level of 5% and $dk = (n1 - 1) = (19 - 1) = 18$ obtained a ttable value of 1,734. The results show that the tcount is $11.32 > ttable$ 1,734. Therefore, from the results of the analysis, it can be concluded that H_0 is rejected and H_1 is accepted. Therefore, it can be concluded that the self-instructional augmented reality book "Suka" (Tribe) to stimulate intrapersonal intelligence shows effectiveness in increasing the intrapersonal intelligence of grade III elementary school students.

Keywords: development, augmented reality book, self-instructional, intrapersonal intelligence, Pancasila Education.