

**PENGEMBANGAN MEDIA “SIKOLA”
AUGMENTED REALITY BERBASIS TRADISI “MEGOAK-GOAKKAN”
PADA MATERI KERAGAMAN BUDAYA UNTUK MENSTIMULASI
MINAT BACA KELAS III SEKOLAH DASAR**

Oleh

**Ni Luh Widya Ayodya Putri, NIM 2211031192
Program Studi Pendidikan Guru Sekolah Dasar
Jurusan Pendidikan Dasar**

ABSTRAK

Penelitian ini bertujuan untuk merancang media Sikola *augmented reality* berbasis tradisi “Megoak-goakkan” pada materi keragaman budaya yang valid, praktis, dan efektif dalam menstimulasi minat baca siswa kelas II sekolah dasar. Penelitian pengembangan ini menggunakan model ADDIE yang terdiri atas lima tahap, yaitu (1) analisis, (2) perancangan, (3) pengembangan, (4) penerapan, dan (5) evaluasi. Subjek dari penelitian pengembangan ini adalah media Sikola *augmented reality* berbasis tradisi “Megoak-goakkan” sedangkan objek dalam penelitian ini meliputi validitas, kepraktisan, dan efektivitas produk yang dihasilkan. Metode pengumpulan data dilakukan dengan memberikan kuesioner. Hasil penelitian menunjukkan bahwa: (1) validitas produk berdasarkan penilaian ahli media memperoleh nilai rata-rata sebesar 3,88, ahli materi memperoleh nilai rata-rata sebesar 3,97 dan ahli desain instruksional memperoleh nilai rata-rata sebesar 3,80, yang mengindikasikan media tersebut sangat layak digunakan; (2) kepraktisan media berdasarkan uji respon guru memperoleh skor 3,95 dan respon siswa memperoleh skor 3,52, yang mengindikasikan media tersebut sangat praktis digunakan; (3) uji-t menunjukkan nilai signifikansi 0,001 ($p < 0,05$), sehingga media Sikola dinyatakan efektif. Hal ini terlihat dari peningkatan rata-rata nilai *pretest* 63,00 menjadi 85,89 pada *posttest*. Berdasarkan temuan tersebut, media Sikola *augmented reality* berbasis tradisi “Megoak-goakkan” layak, praktis, dan efektif digunakan untuk menstimulasi minat baca siswa kelas III SD Negeri 2 Jinengdalem.

Kata Kunci: Sikola, *Augmented Reality*, Megoak-goakkan, Keragaman Budaya Minat Baca.

***DEVELOPMENT OF THE “SIKOLA” AUGMENTED REALITY MEDIA
BASED ON THE “MEGOAK GOAKKAN” TRADITION FOR CULTURAL
DIVERSITY MATERIAL TO STIMULATE READING INTEREST OF THIRD
GRADE ELEMENTARY SCHOOL STUDENTS***

By

Ni Luh Widya Ayodya Putri, NIM 2211031192

Elementary School Teacher Education Study Program,

Elementary Education Department

ABSTRACT

This study aims to design a valid, practical, and effective Sikola augmented reality media based on the “Megoak-goakkan” tradition on cultural diversity material in stimulating reading interest in second-grade elementary school students. This development research uses the ADDIE model, which consists of five stages: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The subject of this development research is the Sikola augmented reality media based on the “Megoak-goakkan” tradition, while the objects in this study include the validity, practicality, and effectiveness of the resulting product. The data collection method was carried out by administering a questionnaire. The results of the study indicate that: (1) product validity based on media expert assessments obtained an average value of 3.88, material experts obtained an average value of 3.97, and instructional design experts obtained an average value of 3.80, which indicates that the media is very suitable for use; (2) the practicality of the media based on the teacher response test obtained a score of 3.95 and the student response obtained a score of 3.52, which indicates that the media is very practical to use; (3) the t-test shows a significance value of 0.001 ($p < 0.05$), so that the Sikola media is declared effective. This can be seen from the increase in the average pretest score of 63.00 to 85.89 in the posttest. Based on these findings, the Sikola augmented reality media based on the “Megoak-goakkan” tradition is feasible, practical, and effective for use to stimulate the reading interest of grade III students of SD Negeri 2 Jinengdalem.

Keywords: *Sikola, Augmented Reality, Megoak-goakkan, Cultural Diversity of Reading Interest.*