

PENGEMBANGAN MEDIA ADAPTIF BERBASIS *AUGMENTED REALITY* UNTUK MENSTIMULASI *STUDENT ENGAGEMENT* PADA PENDIDIKAN PANCASILA KELAS III SEKOLAH DASAR

Oleh

Komang Vera Pebrianti, NIM 2211031163

Program Studi S1 Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya *student engagement* pada pembelajaran Pendidikan Pancasila di kelas III sekolah dasar. Oleh karena itu, penelitian ini bertujuan untuk menghasilkan media pembelajaran inovatif berupa Media Adaptif Berbasis *Augmented Reality* yang dapat menstimulasi keterlibatan belajar siswa pada materi Aku Anak Indonesia. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model ADDIE yang mencakup tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Metode pengumpulan data penelitian menggunakan kuisisioner/angket. Media ini dinyatakan layak digunakan berdasarkan hasil dari validasi uji ahli media, validasi uji ahli desain instruksional dan validasi uji ahli materi dengan nilai mean 3,78. Hasil uji kepraktisan juga dinyatakan sangat praktis dengan memperoleh nilai mean 3,81. Selain itu hasil uji hipotesis juga memperoleh nilai (sig. 2 tailed) sebesar 0,000 yang disimpulkan bahwa terdapat perbedaan yang signifikan antara skor *pretest* dan *posttest student engagement*. Media ini juga dinyatakan efektif digunakan untuk meningkatkan *student engagement*. Dari hasil pengembangan ini diharapkan dapat memberikan inovasi baru pada pengembangan media adaptif berbasis *augmented reality* untuk menstimulasi *student engagement*. Pengembangan media adaptif berbasis *augmented reality* berimplikasi pada meningkatnya *student engagement* siswa kelas III sekolah dasar dalam pembelajaran Pendidikan Pancasila melalui pengalaman belajar yang interaktif dan kontekstual. Media ini membantu siswa memahami nilai-nilai Pancasila secara lebih konkret serta mendukung guru dalam menciptakan pembelajaran yang inovatif dan bermakna.

Kata kunci : Penelitian, *Student Engagement*, *Augmented Reality*, Media Adaptif, Pendidikan Pancasila, Siswa.

**DEVELOPMENT OF AUGMENTED REALITY-BASED ADAPTIVE MEDIA
TO STIMULATE STUDENT ENGAGEMENT IN PANCASILA EDUCATION
FOR THIRD GRADE ELEMENTARY SCHOOL STUDENTS**

By

Komang Vera Pebrianti, NIM 2211031163

Undergraduate Program in Elementary School Teacher Education

Department of Elementary Education

ABSTRACT

This study was motivated by the low level of student engagement in Pancasila Education lessons in third grade elementary school. Therefore, this study aims to produce innovative learning media in the form of Augmented Reality-Based Adaptive Media that can stimulate student engagement in learning the Aku Anak Indonesia (I am an Indonesian Child) material. This study used the Research and Development (R&D) method with the ADDIE model, which includes the stages of analysis, design, development, implementation, and evaluation. The data collection method used in this study was a questionnaire. This media was declared suitable for use based on the results of media expert validation, instructional design expert validation, and material expert validation with a mean score of 3.78. The practicality test results also showed that it was very practical, with a mean score of 3.81. In addition, the hypothesis test results also obtained a score (sig. 2 tailed) of 0.000, which concluded that there was a significant difference between the pretest and posttest student engagement scores. This media was also declared effective for increasing student engagement. This development is expected to provide new innovations in the development of augmented reality-based adaptive media to stimulate student engagement. The development of augmented reality-based adaptive media has implications for increasing the engagement of third-grade elementary school students in Pancasila education through interactive and contextual learning experiences. This media helps students understand the values of Pancasila more concretely and supports teachers in creating innovative and meaningful learning.

Keywords: *Research, Student Engagement, Augmented Reality, Adaptive Media, Pancasila Education, Students.*