

ABSTRAK

Susilawati, Luh Putu (2026), *Pengembangan Buku Digital dengan Fitur Augmented Reality Berbasis Lingkungan untuk Meningkatkan Minat dan Prestasi Belajar IPAS Kelas V Sekolah Dasar*. Tesis, Pendidikan Dasar, Program Pascasarjana, Universitas Pendidikan Ganesha.

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I: Prof. Dr. Nyoman Dantes dan Pembimbing II: Prof. Dr. I Made Ardana, M.Pd.

Kata-kata kunci: buku digital AR, lingkungan, minat dan prestasi belajar

Penelitian pengembangan ini memiliki tujuan untuk menghasilkan rancang bangun buku digital dengan fitur AR berbasis lingkungan. Pengembangan ini menggunakan model ADDIE. Subjek dari penelitian ini adalah siswa kelas V di SD No. 3 Kedonganan yang berjumlah 54 orang. Data dalam penelitian ini dikumpulkan dengan menggunakan kuesioner dan tes pilihan ganda yang sudah valid. Uji validitas buku digital menggunakan instrumen penilaian LORI yang dimodifikasi dan BSNP. Uji kepraktisan dilakukan menggunakan instrumen UEQ yang diisi oleh 5 orang guru dan 25 orang siswa kelas V. Data minat dan prestasi belajar IPAS dianalisis dengan uji MANOVA satu jalur. Rancang bangun buku digital menampilkan fitur 3D dan AR. Skor rata-rata validitas buku digital 0,92 berkriteria sangat valid. Hasil kepraktisan guru diperoleh rata-rata 95,16% dan hasil kepraktisan siswa sebesar 92,53% dengan kategori sangat praktis. Hasil uji hipotesis diperoleh $\text{sig} < 0,001$ menunjukkan bahwa nilai $\text{sig} < 0,05$ sehingga disimpulkan terdapat pengaruh secara simultan terhadap implementasi buku digital dengan fitur AR berbasis lingkungan dalam meningkatkan minat dan prestasi belajar IPAS siswa kelas V Sekolah Dasar.



ABSTRACT

Susilawati, Luh Putu (2026), *Development of Digital Books with Environment-Based Augmented Reality Features to Improve Interest and Learning Achievement in IPAS for Grade V Elementary School Students. Thesis, Elementary Education, Graduate Program, Ganesha University of Education.*

This thesis has been approved and reviewed by Supervisor I: Prof. Dr. Nyoman Dantes and Supervisor II: Prof. Dr. I Made Ardana, M.Pd.

Keywords: digital book, AR, environment, interest and learning achievement

This development research aims to produce a digital book design with environment-based AR features. This development uses the ADDIE model. The subjects of this study were 54 fifth-grade students at SD No. 3 Kedonganan. Data in this study were collected using questionnaires and multiple-choice tests that have been validated. The validity test of the digital book used a modified LORI assessment instrument and BSNP. The practicality test was carried out using the UEQ instrument filled out by 5 teachers and 25 fifth-grade students. Data on interest and achievement in learning science were analyzed using a one-way MANOVA test. The digital book design displays 3D and AR features. The average validity score of the digital book was 0.92, which is very valid. The results of teacher practicality were obtained an average of 95.16% and the results of student practicality were 92.53% with a very practical category. The results of the hypothesis test obtained $\text{sig} < 0.001$ indicating that the sig value $< 0,05$ so it is concluded that there is a simultaneous influence on the implementation of digital books with environment-based AR features in increasing the interest and achievement of science learning in grade V elementary school students.

