

**PENGEMBANGAN MEDIA KARTU *AUGMENTED REALITY*
BERBASIS *DISCOVERY LEARNING* TOPIK DAERAH
KEBANGGAANKU MUATAN IPAS SISWA KELAS V DI SD
NEGERI 1 SUMITA**

Oleh
I Kadek Suhita Budi Karana, NIM 2211031143
Program Studi Pendidikan Guru Sekolah Dasar
Juruan Pendidikan Dasar

ABSTRAK

Penelitian ini memiliki empat tujuan yaitu (1) menghasilkan dan mendeskripsikan rancang bangun media kartu *Augmented Reality* berbasis *Discovery Learning* pada materi Daerah Kebanggaanmu muatan IPAS kelas V, (2) mengetahui tingkat kelayakan media berdasarkan penilaian ahli isi, ahli desain, dan ahli media, (3) mengetahui kepraktisan media berdasarkan uji coba kepada pengguna, dan (4) mengetahui efektivitas media terhadap hasil belajar siswa melalui uji statistik. Penelitian ini merupakan penelitian pengembangan yang menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek uji coba meliputi 1 ahli materi, 1 ahli desain pembelajaran, 1 ahli media, dan 20 siswa kelas V. Pengumpulan data menggunakan metode nontes berupa kuesioner untuk menilai kelayakan dan kepraktisan media, serta metode tes berupa *pre-test* dan *post-test* untuk mengukur efektivitas. Analisis data menggunakan teknik deskriptif kuantitatif dan statistik inferensial. Berdasarkan hasil penelitian diperoleh bahwa (1) hasil uji rancang bangun media kartu AR berbasis *Discovery Learning* memperoleh skor 94,05% (2) hasil validitas media menunjukkan penilaian ahli isi sebesar 96,03%, ahli desain 95,00%, dan ahli media 94,05% dengan kualifikasi sangat baik, (3) hasil kepraktisan menunjukkan uji perorangan sebesar 91,67%, uji kelompok kecil 92,22%, dan respon guru 93,75% dengan kualifikasi sangat baik, serta (4) hasil uji efektivitas menunjukkan nilai $t_{hitung} = 14,54$ lebih besar dari $t_{tabel} = 1,729$ pada taraf signifikansi 5% dengan $dk = 19$ sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, media kartu *Augmented Reality* berbasis *Discovery Learning* dinyatakan layak dan berpengaruh signifikan dalam meningkatkan hasil belajar siswa kelas V.

Kata Kunci: *Augmented Reality*, IPAS, Kartu, Pembelajaran *Discoveri*

**PENGEMBANGAN MEDIA KARTU AUGMENTED REALITY
BERBASIS DISCOVERY LEARNING TOPIK DAERAH
KEBANGGAANKU MUATAN IPAS SISWA KELAS V DI SD
NEGERI 1 SUMITA**

Oleh

**I Kadek Suhita Budi Karana, NIM 2211031143
Program Studi Pendidikan Guru Sekolah Dasar
Juruan Pendidikan Dasar**

ABSTRACT

This study has four objectives: (1) to produce and describe the design and development of an Augmented Reality (AR) card media based on Discovery Learning for the topic “Daerah Kebanggaanku” in Grade V IPAS, (2) to determine the feasibility level of the media based on evaluations by content experts, instructional design experts, and media experts, (3) to determine the practicality of the media based on user trials, and (4) to determine the effectiveness of the media on students’ learning outcomes through statistical testing. This research is a development study using the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The trial subjects consisted of one content expert, one instructional design expert, one media expert, and 20 fifth-grade students. Data were collected using non-test methods in the form of questionnaires to assess feasibility and practicality, and test methods in the form of pre-tests and post-tests to measure effectiveness. Data were analyzed using quantitative descriptive techniques and inferential statistics. The results showed that: (1) the AR card media design based on Discovery Learning achieved a score of 94.05%; (2) media validity results showed scores of 96.03% from the content expert, 95.00% from the instructional design expert, and 94.05% from the media expert, all classified as very good; (3) practicality results showed individual trials at 91.67%, small group trials at 92.22%, and teacher responses at 93.75%, all classified as very good; and (4) the effectiveness test showed a t_{value} of 14.54 greater than the t_{table} value of 1.729 at a 5% significance level with $df = 19$, indicating that H_0 was rejected and H_1 was accepted. Therefore, the Discovery Learning-based Augmented Reality card media is considered feasible and has a significant positive effect on improving fifth-grade students’ learning outcomes.

Keywords: *Augmented Reality, Card, Discovery Learning, IPAS*