

**PENGEMBANGAN MEDIA PEMBELAJARAN PADA MATERI
PENINGGALAN KERAJAAN HINDU-BUDDHA DI INDONESIA BERBASIS
AUGMENTED REALITY DI KELAS IV SD NEGERI 5 SEMBIRAN**

Oleh

Dela Septiani Sesarianty

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Singaraja

Email : delaseptiani@student.undiksha.ac.id

ABSTRAK

Pendidikan di era modern membutuhkan inovasi media pembelajaran untuk meningkatkan pemahaman siswa terhadap materi abstrak, khususnya pada materi peninggalan Kerajaan Hindu-Buddha di Indonesia seperti candi dan prasasti. Penelitian ini bertujuan mengembangkan media pembelajaran berbasis *Augmented Reality* (AR) yang berjudul “Pengembangan Media Pembelajaran Pada Materi Peninggalan Kerajaan Hindu-Buddha di Indonesia Berbasis *Augmented Reality* di SD Negeri 5 Sembiran. Media dirancang untuk mengatasi keterbatasan metode konvensional seperti ceramah dan buku teks yang sulit divisualisasikan. Metode penelitian menggunakan *Research and Development* (R&D) dengan model pengembangan *Multimedia Development Life Cycle* (MDLC). Produk yang dihasilkan meliputi aplikasi SejARah, Buku AR, dan Kartu AR. Siswa dapat memindai *marker* untuk menampilkan objek tiga dimensi candi dan prasasti, dilengkapi audio penjelasan dan kuis interaktif. Pengujian media pembelajaran SejARah telah dilakukan dengan melakukan uji *blackbox* dengan hasil 100% sesuai, validitas ahli isi dan media dengan skor masing-masing sebesar 100% dengan kategori “Sangat valid, atau dapat digunakan tanpa revisi”, dan uji respon pengguna menggunakan *User Experience Questionnaire* (UEQ). Hasil pengujian UEQ menunjukkan menunjukkan kategori “Excellent” pada seluruh aspek penilaian. Dengan demikian, media pembelajaran dinyatakan valid dan memperoleh respons pengguna yang positif sehingga layak digunakan sebagai media pembelajaran peninggalan kerajaan Hindu-Buddha di Indonesia untuk siswa kelas IV secara luas.

Kata Kunci : *Augmented Reality* (AR), Candi, Media Pembelajaran, *Multimedia Development Life Cycle* (MDLC), Peninggalan Kerajaan Hindu-Buddha di Indonesia, Prasasti, *Research and Development* (R&D), dan *User Experience Questionnaire* (UEQ)

**DEVELOPMENT OF LEARNING MEDIA ON THE HERITAGE OF
HINDU-BUDDHIST KINGDOMS IN INDONESIA BASED ON
AUGMENTED REALITY FOR GRADE IV STUDENTS AT SD NEGERI 5
SEMBIRAN**

By

Dela Septiani Sesarianty

Informatics Education Study Program

Department of Informatics Engineering

Faculty of Engineering and Vocational Studies

Universitas Pendidikan Ganesha

Singaraja

Email : dela.septiani@student.undiksha.ac.id

ABSTRACT

Modern education requires innovative learning media to improve students' understanding of abstract topics, particularly the heritage of Hindu-Buddhist kingdoms in Indonesia, such as temples and inscriptions. This study aims to develop an Augmented Reality (AR)-based learning media entitled "Development of Learning Media on the Heritage of Hindu-Buddhist Kingdoms in Indonesia Based on Augmented Reality at SD Negeri 5 Sembiran." The media was designed to overcome the limitations of conventional methods, such as lectures and textbooks, which are difficult to visualize. The research employed a Research and Development (R&D) method using the Multimedia Development Life Cycle (MDLC) model. The resulting products include the SejARah application, AR Book, and AR Card. Students can scan markers to display 3D objects of temples and inscriptions, accompanied by audio explanations and interactive quizzes. Testing included blackbox testing with 100% compliance, expert validation for content and media scoring 100% categorized as "Highly valid, usable without revision," and user response testing using the User Experience Questionnaire (UEQ). UEQ results indicated an "Excellent" category across all evaluation aspects. Therefore, the learning media is declared valid and received positive user responses, making it suitable for broad use as a learning medium for the heritage of Hindu-Buddhist kingdoms in Indonesia for fourth-grade students.

Keywords: *Augmented Reality (AR), Temples, Learning Media, Multimedia Development Life Cycle (MDLC), Hindu-Buddhist Kingdom Heritage in Indonesia, Inscriptions, Research and Development (R&D), and User Experience Questionnaire (UEQ)*