

**PENGEMBANGAN MEDIA *E-SCRAPBOOK* BERBANTUAN
AUGMENTED REALITY (AR) UNTUK MENINGKATKAN
HASIL BELAJAR SISWA KELAS VI SD PADA MATERI SENDI
DAN OTOT**

OLEH

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ABSTRAK

Penelitian ini didasarkan pada rendahnya hasil belajar kognitif siswa dalam pembelajaran IPA serta kurangnya variasi media pembelajaran interaktif untuk memvisualisasikan materi yang bersifat abstrak. Penelitian ini bertujuan untuk menghasilkan rancang bangun, menguji validitas, kepraktisan, dan efektivitas media *E-Scrapbook* berbantuan *Augmented Reality (AR)* terhadap hasil belajar siswa kelas VI pada materi sendi dan otot di SD Negeri 4 Kampung Baru. Penelitian pengembangan ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek penelitian ini melibatkan ahli materi, ahli media, guru kelas, serta siswa kelas VI. Pengujian efektivitas menggunakan rancangan *one-group pretest-posttest design*. Metode pengumpulan data dilakukan melalui wawancara, angket, dan tes dengan instrumen berupa lembar penilaian ahli, angket respons pengguna, serta tes pilihan ganda. Hasil penelitian menunjukkan skor validitas media dari ahli materi dan ahli media berada pada kualifikasi sangat baik. Penilaian kepraktisan media oleh guru memperoleh skor 96% (sangat praktis) dan respons siswa sebesar 97% (sangat praktis). Hasil uji efektivitas menggunakan uji-t berpasangan menunjukkan nilai signifikansi $< 0,001$, yang membuktikan bahwa media *E-Scrapbook* berbantuan AR efektif untuk meningkatkan hasil belajar kognitif siswa secara signifikan. Simpulan dari penelitian ini adalah media yang dirancang memiliki tingkat validitas dan kepraktisan yang tinggi, serta terbukti efektif meningkatkan hasil belajar siswa kelas VI pada mata pelajaran IPA, khususnya materi sendi dan otot.

Kata Kunci: *E-Scrapbook, Augmented Reality, Hasil Belajar, Sendi dan Otot.*

***DEVELOPMENT OF E-SCRAPBOOK MEDIA ASSISTED BY
AUGMENTED REALITY (AR) TO IMPROVE LEARNING
OUTCOMES OF SIXTH GRADE ELEMENTARY SCHOOL ON
JOINTS AND MUSCLES MATERIAL***

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ABSTRACT

This research is based on the low cognitive learning outcomes of students in Science education and the lack of interactive learning media variety to visualize abstract materials. This study aims to develop the design, as well as to test the validity, practicality, and effectiveness of an Augmented Reality (AR)-based E-Scrapbook media on student learning outcomes regarding joints and muscles for sixth-grade students at SD Negeri 4 Kampung Baru. This developmental research employed the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). The research subjects involved material experts, media experts, classroom teachers, and sixth-grade students. The effectiveness test utilized a one-group pretest-posttest design. Data collection methods were conducted through interviews, questionnaires, and tests, using instruments such as expert validation sheets, user response questionnaires, and multiple-choice tests. The results showed that the media validity scores from both material and media experts were in the very good category. The practicality assessment by the teacher obtained a score of 96% (very practical), and the student response reached 97% (very practical). The effectiveness test results using a paired t-test showed a significance value of < 0.001 , proving that the AR-based E-Scrapbook media is significantly effective in improving students' cognitive learning outcomes. The conclusion of this study is that the designed media possesses high levels of validity and practicality, and is proven effective in enhancing sixth-grade students' learning outcomes in Science, particularly on the topic of joints and muscles.

Keywords: E-Scrapbook, Augmented Reality, Learning Outcomes, Joints and Muscles.