

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya karakter mandiri dan prestasi belajar Bahasa Bali siswa sekolah dasar, khususnya dalam pembelajaran *Satua Bali* yang masih dominan menggunakan metode konvensional. Tujuan penelitian adalah mengembangkan media *Augmented Reality (AR) Satua Bali* berorientasi *Tri Kaya Parisudha* untuk meningkatkan karakter mandiri dan prestasi belajar siswa kelas V SD. Penelitian menggunakan metode *Research and Development (R&D)* dengan model desain instruksional ADDIE, melibatkan 248 siswa dari empat sekolah dasar di Desa Sesetan. Instrumen penelitian berupa tes prestasi belajar, angket karakter mandiri, serta uji validitas kepraktisan oleh ahli dan pengguna. Hasil penelitian menunjukkan bahwa media AR yang dikembangkan memiliki kualitas sangat baik, dengan skor validitas aspek bahasa 100, materi 100, dan media 96. Uji kepraktisan juga menunjukkan kategori sangat baik, dengan rerata skor 98,15 pada uji perorangan dan 99,63 pada uji kelompok kecil. Dari sisi efektivitas, rerata prestasi belajar siswa pada kelas eksperimen sebesar 85,50, lebih tinggi dibandingkan kelas kontrol 74,21. Rerata karakter mandiri pada kelas eksperimen sebesar 85,18, sedangkan kelas kontrol 69,19. Hasil uji multivariat menunjukkan nilai signifikansi $0,000 < 0,05$, sehingga media AR *Satua Bali* berorientasi *Tri Kaya Parisudha* dinyatakan valid, praktis, dan efektif untuk meningkatkan karakter mandiri dan prestasi belajar Bahasa Bali siswa sekolah dasar.

Kata kunci: *Augmented Reality, Tri Kaya Parisudha, Satua Bali, karakter mandiri, prestasi belajar.*

ABSTRACT

This study was motivated by the low level of independent character and learning achievement in Balinese language among elementary school students, particularly in learning Satua Bali which is still dominated by conventional methods. The aim of the research was to develop an Augmented Reality (AR)-based Satua Bali learning media oriented toward Tri Kaya Parisudha values to enhance students' independent character and learning achievement in grade V of elementary school. The study employed a Research and Development (R&D) approach using the ADDIE instructional design model, involving 248 students from four elementary schools in Sesetan Village. Research instruments included learning achievement tests, independent character questionnaires, and feasibility as well as practicality validations from experts and users. The results showed that the developed AR media was of very high quality, with validity scores of 100 for the language aspect, 100 for the content aspect, and 96 for the media aspect. The practicality test also indicated a very high category, with mean scores of 98.15 in the individual trial and 99.63 in the small-group trial. In terms of effectiveness, the mean learning achievement score of students in the experimental class was 85.50, which was higher than that of the control class at 74.21. The mean self-reliance character score in the experimental class was 85.18, while that of the control class was 69.19. The results of the multivariate test showed a significance value of $0.000 < 0.05$, indicating that the Tri Kaya Parisudha-oriented Balinese Story AR media was valid, practical, and effective in improving the self-reliance character and Balinese language learning achievement of elementary school students.

Keywords: *Augmented Reality, Tri Kaya Parisudha, Satua Bali, independent character, learning achievement.*