

PENGEMBANGAN MEDIA *FLASHCARD* BERBANTUAN *AUGMENTED REALITY* PADA MATA PELAJARAN IPAS MATERI EKOSISTEM SISWA KELAS V SD NO 1 WERDI BHUWANA

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ABSTRAK

Pengkajian ini guna memahami (1) rancang bangun media belajar *flashcard* berbantuan *augmented reality* pada mata pelajaran IPAS materi ekosistem siswa kelas V SD No. 1 Werdi Bhuwana, (2) validitas media belajar *flashcard* berbantuan *augmented reality* di mata pelajaran IPAS materi ekosistem siswa kelas V SD No. 1 Werdi Bhuwana berlandaskan pandangan ahli isi materi pelajaran, ahli desain instruksional, ahli media belajar, (3) kepraktisan media belajar *flashcard* berbantuan *augmented reality* pada mata pelajaran IPAS materi ekosistem siswa kelas V SD No. 1 Werdi Bhuwana, (4) efektivitas media belajar *flashcard* berbantuan *augmented reality* saat menaikkan hasil belajar IPAS pada materi ekosistem siswa kelas V SD No. 1 Werdi Bhuwana. Pengkajian ini yakni pengkajian pengoptimalan yang memakai model pengoptimalan ADDIE. Cara pengakumulasian data memakai angket/kuesioner dan tes objektif pilihan ganda. Cara rumusan yang dipakai pada pengkajian ini yakni deskriptif kuantitatif dan statistif inferensial. Temuan pengkajian ini (1) rancang bangun media *flashcard* berbantuan *augmented reality* ada di kualifikasi baik (3,6). (2) Temuan uji validitas media *flashcard* berbantuan *augmented reality* menampilkan temuan uji isi/materi belajar 3,9 (sangat baik), ahli desain instruksional 3,87 (sangat baik), ahli media belajar 3,73 (baik). (3) Perolehan uji kepraktisan media *flashcard* berbantuan *augmented reality* berlandaskan respon praktisi menampilkan temuan 96,42% dan respon siswa 95,23%, keduanya berada pada kualifikasi sangat praktis. (4) Media *flashcard* berbantuan *augmented reality* efektif dipakai di mata pelajaran IPAS materi ekosistem ($t_{hitung} 6,510 > t_{tabel} 1,703$) pada taraf relevansi 5% yang berarti H_0 ditolak dan H_{01} diterima. Jadi, bisa dituliskan yakni media *flashcard* berbantuan *augmented reality* efektif diterapkan pada mata pelajaran IPAS materi ekosistem siswa kelas V SD No. 1 Werdi Bhuwana.

Kata kunci: ADDIE, *Flashcard* berbantuan *Augmented reality*, IPAS, Harmoni dalam Ekosistem

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ABSTRACT

The purpose of this project is to determine (1) how to create augmented reality-assisted flashcard learning materials for grade V students at SD No. in the science course on ecosystems. 1 Werdi Bhuwana, (2) the effectiveness of augmented reality-assisted flashcard learning materials in the science course on ecosystems for SD No. V students. 1 Werdi Bhuwana, according to specialists in learning media, instructional design, and subject matter content; (3) the usefulness of augmented reality-assisted flashcard learning media in the IPAS topic of ecosystem material for grade V students of SD No. 1 Werdi Bhuwana, (4) the efficiency of augmented reality-assisted flashcard learning materials in raising IPAS learning results in the ecosystem content of SD No. 1 Werdi Bhuwana's fifth-grade students. The ADDIE development model is employed in this development study. Multiple-choice objective tests and questionnaires were employed as part of the data collection process. This study employed inferential statistical analysis and quantitative descriptive methods for data analysis. The design of augmented reality-assisted flashcard materials is of high quality, according to the study's findings (1) (3,6). (2) The content/learning material test results were 3.9 (very good), instructional design experts were 3.87 (very good), and learning media experts were 3.73 (good), according to the validity test of augmented reality-assisted flashcard media. (3) The augmented reality-assisted flashcard media's practicality test yielded scores of 96.42% for practitioners and 95.23% for students, both of which were very applicable. (4) At a significance level of 5%, meaning rejected and accepted, augmented reality-assisted flashcard media is successfully applied to the IPAS subject of ecosystem material ($t_{hitung} 6,510 > t_{tabel} 1,703$). Therefore, it can be said that H_0 H_01 augmented reality-assisted flashcard media is successfully applied to the science subject of ecosystem material for SD No. 5 pupils. Werdi Bhuwana, firs.

Keywords: ADDIE, Augmented reality-assisted flashcards, IPAS, Harmony in the Ecosystem