

PENGEMBANGAN MEDIA PEMBELAJARAN *BATARMAT* BERBANTUAN *AUGMENTED REALITY* UNTUK MENINGKATKAN METAKOGNITIF DAN MOTIVASI BELAJAR SISWA KELAS V SEKOLAH DASAR

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ABSTRAK

Kemampuan metakognitif dan motivasi belajar siswa kelas V sekolah dasar masih tergolong rendah, sementara pembelajaran matematika di kelas masih didominasi oleh penggunaan media konvensional yang kurang menarik dan kurang interaktif. Kondisi tersebut menyebabkan keterlibatan siswa dalam proses pembelajaran belum optimal serta pemahaman konsep matematika menjadi kurang bermakna. Penelitian ini bertujuan untuk mengembangkan media *Batarmat* berbantuan *Augmented Reality* serta mengetahui validitas, kepraktisan, dan efektivitas media tersebut dalam meningkatkan kemampuan metakognitif dan motivasi belajar siswa. Penelitian ini merupakan penelitian dan pengembangan dengan menggunakan model ADDIE yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek uji coba dalam penelitian ini meliputi dua ahli materi, dua ahli media, dua guru sebagai praktisi, serta lima belas siswa kelas V sekolah dasar. Pengumpulan data dilakukan melalui wawancara, angket, dan tes dengan menggunakan instrumen pedoman wawancara, angket validasi ahli, angket kepraktisan guru dan siswa, serta tes kemampuan metakognitif dan angket motivasi belajar siswa. Hasil penelitian menunjukkan bahwa media *Batarmat* berbantuan *Augmented Reality* memiliki tingkat validitas yang sangat baik, praktis digunakan dalam proses pembelajaran, serta efektif dalam meningkatkan kemampuan metakognitif dan motivasi belajar siswa pada materi luas dan keliling bangun datar. Dengan demikian, media *Batarmat* berbantuan *Augmented Reality* layak digunakan sebagai media pembelajaran inovatif yang dapat mendukung pembelajaran matematika yang lebih interaktif dan bermakna di sekolah dasar. Penelitian ini menunjukkan bahwa pemanfaatan media pembelajaran berbasis teknologi dapat meningkatkan kualitas pembelajaran serta mendorong keterlibatan aktif siswa dalam proses belajar.

Kata Kunci: *Batarmat*, *Augmented Reality*, Metakognitif, Motivasi Belajar.

DEVELOPMENT OF *AUGMENTED REALITY*- ASSISTED *BATARMAT LEARNING MEDIA* TO IMPROVE METACOGNITIVE AND LEARNING MOTIVATION OF GRADE V ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

The metacognitive ability and learning motivation of grade V elementary school students are still relatively low, while mathematics learning in the classroom is still dominated by the use of conventional media that is less interesting and less interactive. This condition causes student involvement in the learning process to be less optimal and the understanding of mathematical concepts to be less meaningful. This research aims to develop *Augmented Reality assisted Batarmat media* and determine the validity, practicality, and effectiveness of these media in improving students' metacognitive abilities and learning motivation. This research is research and development using the ADDIE model which includes the stages of analysis, design, development, implementation, and evaluation. The test subjects in this study included two material experts, two media experts, two teachers as practitioners, and fifteen elementary school grade V students. Data collection was carried out through interviews, questionnaires, and tests using interview guideline instruments, expert validation questionnaires, teacher and student practicality questionnaires, as well as metacognitive ability tests and student learning motivation questionnaires. The results of the study showed that *Augmented Reality-assisted Batarmat media* has a very good level of validity, is practically used in the learning process, and is effective in improving students' metacognitive abilities and learning motivation on broad materials and flat building circles. Thus, *Augmented Reality assisted Batarmat media* is suitable for use as an innovative learning media that can support more interactive and meaningful mathematics learning in elementary schools. This research shows that the use of technology-based learning media can improve the quality of learning and encourage active student involvement in the learning process.

Keywords: *Batarmat, Augmented Reality, Metakcognitive, Learning Motivation.*