

**PENGEMBANGAN MEDIA PEMBELAJARAN AUGMENTED REALITY
FLASH CARD SEBAGAI PENGENALAN EMOSI UNTUK ANAK USIA
DINI**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *Augmented Reality (AR) Flash card* pada materi pengenalan emosi untuk anak usia dini serta mengetahui respon pengguna terhadap produk tersebut. Permasalahan utama yang melatarbelakangi penelitian ini adalah kesulitan pengelolaan emosi anak di TK Budhi Yasa yang ditandai dengan perilaku tantrum dan hiperaktif akibat penggunaan gawai berlebihan, serta minimnya ketersediaan media interaktif yang memadai. Sebagai solusi, dikembangkan aplikasi "Petualangan Emosi" yang memadukan *AR Flash card* dengan pendekatan Pembelajaran Mendalam (*Deep Learning*). Penelitian ini menggunakan metode *Research and Development (R&D)* dengan model *Multimedia Development Life Cycle (MDLC)* yang mencakup enam tahapan: *Concept, Design, Material Collecting, Assembly, Testing, dan Distribution*. Pengujian kelayakan produk dilakukan melalui uji validitas oleh ahli isi dan ahli media, uji fungsionalitas menggunakan *blackbox testing*, serta uji kepraktisan untuk mengukur respon guru dan peserta didik menggunakan skala Likert. Hasil penelitian menunjukkan bahwa media pembelajaran *AR Flash card* sangat layak dan praktis untuk diimplementasikan. Uji validitas oleh ahli isi dan ahli media masing-masing memperoleh koefisien 1,00 dengan kategori Sangat Valid. Pengujian *blackbox* mencapai tingkat keberhasilan 100%, menandakan seluruh fungsionalitas aplikasi berjalan dengan baik. Pada tahap uji kepraktisan,

respon peserta didik mendapatkan skor rata-rata 43,06 (Sangat Positif) dan respon guru mendapat skor rata-rata 39,4 (Positif). Dengan demikian, media pembelajaran AR *Flash card* "Petualangan Emosi" terbukti valid, praktis, dan efektif digunakan sebagai inovasi alat bantu pembelajaran sosial-emosional bagi anak usia dini.

Kata Kunci: *Augmented Reality*, *Flash card*, Pengenalan Emosi, Anak Usia Dini, MDLC.



***DEVELOPMENT OF AUGMENTED REALITY FLASH CARD LEARNING
MEDIA AS EMOTION RECOGNITION FOR EARLY CHILDHOOD***

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ABSTRACT

This study aims to develop Augmented Reality (AR) Flash Card learning media for emotion recognition material for early childhood and to determine user responses to the product. The main problem underlying this research is the difficulty in managing children's emotions at TK Budhi Yasa, which is characterized by tantrum and hyperactive behaviors due to excessive gadget use, as well as the lack of adequate interactive media. As a solution, the "Petualangan Emosi" (Emotion Adventure) application was developed, combining AR Flash Cards with a Deep Learning approach. This study uses the Research and Development (R&D) method with the Multimedia Development Life Cycle (MDLC) model, which includes six stages: Concept, Design, Material Collecting, Assembly, Testing, and Distribution. Product feasibility testing was carried out through validity tests by content experts and media experts, functionality tests using black-box testing, and practicality tests to measure teacher and student responses using a Likert scale. The results of the study indicate that the AR Flash Card learning media is highly feasible and practical to implement. The validity test by content experts and media experts each obtained a coefficient of 1.00 with a Highly Valid category. The black-box testing achieved a 100% success rate, indicating that all application functionalities run properly. In the practicality test stage, student responses obtained an average score of 43.06 (Highly Positive) and teacher responses obtained an average score of 39.4

(Positive). Thus, the "Petualangan Emosi" AR Flash Card learning media is proven to be valid, practical, and effective to be used as an innovative social-emotional learning tool for early childhood.

Keywords: Augmented Reality, Flash Card, Emotion Recognition, Early Childhood, MDLC.

