

PENGEMBANGAN MEDIA *FLIPBOOK* BERBASIS *PROBLEM BASED LEARNING* DENGAN *AUGMENTED REALITY* UNTUK MATERI VIRUS KELAS X DI SMA

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) spesifikasi rancang bangun media *flipbook* berbasis *Problem Based learning* dengan *Augmented Reality* untuk materi virus kelas X di SMA, (2) validitas media *flipbook*, (3) kepraktisan media *flipbook*. Penelitian ini menggunakan model pengembangan *ADDIE* yang meliputi tahap analisis (*analyze*), perancangan (*design*), pengembangan (*development*), implementasi (*implementation*), dan evaluasi (*evaluation*). Lokasi penelitian ini dilaksanakan di SMA Negeri 1 Kubutambahan. Uji validitas yang dilakukan oleh 2 (dua) orang ahli yaitu ahli materi dan ahli media, hasil uji validitas materi dan media diperoleh nilai KVG 1,00. Berdasarkan hasil uji validitas tersebut, media *flipbook* berbasis *Problem Based Learning* dengan *Augmented Reality* untuk materi virus kelas X di SMA sangat valid digunakan dalam pembelajaran biologi di SMA Negeri 1 Kubutambahan. Uji kepraktisan dilakukan 3 (tiga) orang guru biologi, dan 30 orang siswa untuk uji kelompok besar, uji kepraktisan diperoleh nilai sebesar 91,2% dari penilaian guru dan 86,9% dari penilaian siswa. Berdasarkan hasil uji kepraktisan tersebut, media pembelajaran *flipbook* berbasis *Problem Based Learning* dengan *Augmented Reality* untuk materi virus kelas X di SMA sangat praktis digunakan dalam pembelajaran biologi di SMA Negeri 1 Kubutambahan.

Kata-kata Kunci: *Flipbook*, *Problem Based Learning*, Virus, *ADDIE*, *Augmented Reality*

***DEVELOPMENT OF A PROBLEM-BASED LEARNING–BASED
FLIPBOOK MEDIA WITH AUGMENTED REALITY FOR VIRUS
MATERIALS IN GRADE X AT SMA***

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ABSTRACT

This study aims to determine (1) the specification of the design and construction of a flipbook media based on Problem Based Learning with Augmented Reality for virus material for grade X in high school, (2) the validity of the flipbook media, (3) the practicality of the flipbook media. This study employs the ADDIE development model consisting of analysis, design, development, implementation, and evaluation stages. The study site was conducted at SMA Negeri 1 Kubutambahan. Validity testing was carried out by two experts, namely a content expert and a media expert, with the content and media validity scores (KVG) of 1,00. Based on the validity results, the flipbook media based on Problem Based Learning with Augmented Reality for virus material for grade X at SMA Negeri 1 Kubutambahan is considered highly valid for use in biology learning. Practicality testing involved three biology teachers and 30 students for the large-group test, yielding practicality scores of 91,2% from teachers and 86,9% from students. Based on the practicality results, the flipbook-based learning media with Problem Based Learning and Augmented Reality for virus material for grade X at SMA Negeri 1 Kubutambahan is deemed highly practical for use in biology teaching at SMA Negeri 1 Kubutambahan.

Keywords: Flipbook, Problem Based Learning, Viruses, ADDIE, Augmented Reality