

**PENGEMBANGAN MEDIA PEMBELAJARAN *AUGMENTED REALITY*
TOKOH PAHLAWAN NASIONAL WANITA PADA MATA PELAJARAN
IPAS BAGI SISWA SEKOLAH DASAR**

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ABSTRAK

Materi tokoh pahlawan nasional wanita pada mata pelajaran IPAS masih menghadapi keterbatasan dalam penyajian visual dan interaktivitas, sehingga peserta didik mengalami kesulitan memahami sosok serta perjuangan tokoh secara konkret. Penelitian ini bertujuan untuk menghasilkan media pembelajaran *Augmented Reality* (AR) tentang tokoh pahlawan nasional wanita pada mata pelajaran IPAS bagi siswa sekolah dasar serta mendeskripsikan kepraktisan dan keefektifan penggunaannya dalam meningkatkan pemahaman siswa. Penelitian ini merupakan penelitian *Research and Development* (R&D) yang menggunakan model *Multimedia Development Life Cycle* (MDLC) melalui enam tahapan, yaitu *concept, design, material collecting, assembly, testing, dan distribution*. Produk yang dihasilkan berupa aplikasi ARPahlawanita yang menampilkan 13 tokoh pahlawan nasional wanita dalam bentuk objek tiga dimensi melalui pemindaian *marker*, serta dilengkapi animasi aksi simbolik, narasi audio, informasi teks, kuis interaktif, dan buku AR sebagai media pendukung. Media yang dikembangkan telah divalidasi oleh ahli isi dan ahli media dengan masing-masing memperoleh indeks validitas sebesar 1,00 dalam kategori sangat tinggi. Uji kepraktisan menggunakan *User Experience Questionnaire* (UEQ) menunjukkan bahwa seluruh aspek, yaitu *attractiveness, perspicuity, efficiency, dependability, stimulation, dan novelty*, memperoleh kategori *Excellent* berdasarkan *benchmark* UEQ. Uji keefektifan menggunakan desain *one group pretest-posttest* menunjukkan peningkatan nilai rata-rata dari 50,80 pada *pretest* menjadi 89,60 pada *posttest*, dengan nilai rata-rata *N-Gain* sebesar 0,78 dalam kategori tinggi. Berdasarkan hasil tersebut, media pembelajaran ARPahlawanita berhasil dikembangkan, memiliki tingkat kepraktisan yang sangat baik, dan efektif dalam meningkatkan pemahaman siswa terhadap materi tokoh pahlawan nasional wanita pada mata pelajaran IPAS.

Kata Kunci: *Augmented Reality*, media pembelajaran, tokoh pahlawan nasional wanita, IPAS, sekolah dasar.

**DEVELOPMENT OF AUGMENTED REALITY LEARNING MEDIA ON
NATIONAL WOMEN HEROES IN THE IPAS SUBJECT FOR
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

The learning of national women heroes in the IPAS subject still faces limitations in visual presentation and interactivity, making it difficult for students to understand the figures and their struggles in a concrete manner. This study aimed to develop Augmented Reality (AR) learning media on national women heroes for the IPAS subject at the elementary school level and to describe its practicality and effectiveness in improving students' understanding. This study employed a Research and Development (R&D) approach using the Multimedia Development Life Cycle (MDLC) model, which consists of six stages: concept, design, material collecting, assembly, testing, and distribution. The resulting product was the ARPahlawanita application, which presents 13 national women heroes as three-dimensional objects accessible through marker scanning and is equipped with symbolic action animations, audio narration, textual information, interactive quizzes, and an AR book as supporting learning media. The developed media was validated by content and media experts, each obtaining a validity index of 1.00, categorized as very high. The practicality test, conducted using the User Experience Questionnaire (UEQ), showed that all aspects attractiveness, perspicuity, efficiency, dependability, stimulation, and novelty were categorized as Excellent based on the UEQ benchmark. The effectiveness test, using a one-group pretest-posttest design, showed an increase in the mean score from 50.80 on the pretest to 89.60 on the posttest, with a mean N-Gain score of 0.78, categorized as high. Based on these results, the ARPahlawanita learning media was successfully developed, demonstrated a very high level of practicality, and was effective in improving students' understanding of national women heroes in the IPAS subject.

Keywords: *Augmented Reality, learning media, national women heroes, IPAS, elementary school.*