

ABSTRAK

Rizqiyah, Anifatur. 2024. Pengembangan Media Pembelajaran *Augmented Reality Book* Berbasis *Assemblr Edu* Materi Organ Tubuh Pada Siswa Kelas V di SDN Curahgrinting 3 Probolinggo, Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Ribut Prastiwi Sriwijayanti, S.Pd.I., M.Pd., Pembimbing (II) Faridahtul Jannah, S.Pd., M.Pd.

Kata Kunci : Pengembangan, *Augmented Reality Book*, Materi Organ Tubuh.

Penelitian ini bertujuan untuk mengembangkan *Augmented Reality Book* berbasis *Assemblr Edu* sebagai bahan ajar penunjang pembelajaran untuk pembelajaran IPA materi Organ Tubuh pada peserta didik kelas V yang masih belum tersedia dikarenakan materi tersebut mengandung konsep yang abstrak dan membuat peserta didik kesulitan untuk memahami materi pembelajaran IPA. Media *Augmented Reality Book* dinilai melalui validasi oleh para ahli serta penilaian melalui angket respon guru dan siswa.

Jenis penelitian yang digunakan yaitu *Research and Development* (R&D) dengan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilaksanakan pada kelas V di SDN Curahgrinting 3 Probolinggo. Terdapat 4 siswa kelas V yang diuji dengan skala kecil dan 14 siswa kelas V SDN Curahgrinting 3 Probolinggo diuji dengan skala besar. Instrumen yang digunakan pada penelitian yakni angket validasi ahli materi IPA dan ahli media serta *pretest* dan *posttest*.

Hasil penelitian dan pengembangan yang telah dilakukan memperoleh (1) Persentase nilai validasi ahli materi IPA sebesar 89% dengan revisi sesuai saran dan (2) Persentase nilai validasi ahli media sebesar 93% dengan revisi sesuai saran. Hasil tersebut menunjukkan bahwa tingkat validitas buku yang dikembangkan dinyatakan sangat valid. Hasil persentase nilai respon oleh guru sebesar 94% dan uji respons peserta didik diperoleh hasil yakni (1) Uji skala kecil sebesar 89% kriteria sangat baik, dan (2) Uji skala besar sebesar 93% kriteria sangat baik, dengan demikian *Augmented Reality Book* sangat baik untuk digunakan dalam pembelajaran. Dalam hasil *pretest* dan *posttest* menunjukkan bahwa media pembelajaran *Augmented Reality Book* berbasis *Assemblr Edu* ini efektif, hal tersebut dibuktikan dengan seluruh siswa kelas V dapat dikatakan tuntas dengan presentase 100% setelah belajar dengan media *Augmented Reality Book* dan perolehan nilai Kriteria Ketuntasan Minimal (KKM).

Dapat disimpulkan bahwa media pembelajaran *Augmented Reality Book* berbasis *Assemblr Edu* materi Organ Tubuh dinyatakan sangat layak digunakan pada proses pembelajaran di kelas.

ABSTRACT

Rizqiyah, Anifatur. 2024. Pengembangan Media Pembelajaran *Augmented Reality Book* Berbasis *Assemblr Edu* Materi Organ Tubuh Pada Siswa Kelas V di SDN Curahgrinting 3 Probolinggo, Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Ribut Prastiwi Sriwijayanti, S.Pd.I., M.Pd., Pembimbing (II) Faridahtul Jannah, S.Pd., M.Pd.

Keywords: Development, Augmented Reality Book, Body Organ Material.

This research aims to develop an Augmented Reality Book based on *Assemblr Edu* as teaching material to support learning science learning Body Organ material for class V students which are still not available because the material contains abstract concepts and makes it difficult for students to understand the science learning material. Augmented Reality Book media is assessed through validation by experts and assessment through teacher and student response questionnaires.

The type of research used is Research and Development (R&D) with the ADDIE (Analyze, Design, Development, Implementation, Evaluation) development model. This research was carried out in class V at SDN Curahgrinting 3 Probolinggo. 4 class V students were tested on a small scale and 14 class V students of SDN Curahgrinting 3 Probolinggo were tested on a large scale. The instruments used in the research were a validation questionnaire for science material experts and media experts as well as a pretest and posttest.

The results of the research and development that have been carried out have obtained (1) the percentage of validation scores for science material experts of 89% with revisions according to suggestions and (2) the percentage of validation scores for media experts of 93% with revisions according to suggestions. These results show that the level of validity of the book developed is declared very valid. The results of the percentage of response scores by teachers were 94% and the results of the student response test were: (1) Small scale test of 89%, very good criteria, and (2) Large scale test of 93% of very good criteria, thus the Augmented Reality Book is very good. good for use in learning. The pretest and posttest results show that the Augmented Reality Book learning media based on *Assemblr Edu* is effective, this is proven by the fact that all class V students can be said to have completed with a percentage of 100% after studying with the Augmented Reality Book media and obtaining Minimum Completeness Criteria (KKM) scores.

It can be concluded that the Augmented Reality Book learning media based on *Assemblr Edu* on Body Organs is declared very suitable for use in the classroom learning process.