

Fariz 'Amilussholihah. 2022. *Pengembangan Media Augmented Reality Berbasis Kearifan Lokal Boyolali Kelas 5 Tema 6 Subtema 2 SD Negeri Ngrandu*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing : Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, keefektifan dan kemenarikan multimedia pembelajaran *augmented reality* berbasis kearifan lokal Boyolali pada kelas V tema 6 Subtema 2 pembelajaran 1, 2, dan 5. Penelitian ini dilakukan pada kelas V SD Negeri Ngrandu. Penelitian dan pengembangan ini menggunakan model ADDIE dengan tahapan analysis, design, development, implementation, evaluation. Kevalidan multimedia pembelajaran *Augmented Reality* Berbasis Kearifan Lokal Boyolali (*AREBALI*) diperoleh dari hasil validasi ahli media pembelajaran, ahli desain pembelajaran, ahli materi, dan ahli bahasa memperoleh rata-rata presentase 84,89% dengan kategori sangat valid. Keefektifan produk dilihat dari observasi aktivitas guru kelompok kecil 90,47% dan uji coba kelompok besar 95,23% dengan kategori aktif, observasi aktivitas peserta didik kelompok kecil 92,22% dan uji coba kelompok besar 91,99% dengan kategori aktif, dan tes hasil belajarr kelompok kecil dan kelompok besar 100% dengan kategori tuntas. Kemenarikan dilihat dari hasil angket respon peserta didik kelompok kecil 93,33% dan kelompok besar 96,44%. Berdasarkan hasil penelitian maka multimedia pembelajaran *Augmented Reality* Berbasis Kearifan Lokal Boyolali (*AREBALI*) valid, efektif, dan menarik digunakan pada Tema 6 Subtema 2 pembelajaran 1, 2, dan 5 kelas V SD Negeri Ngrandu.

Kata Kunci : multimedia pembelajaran, *augmented reality*, kearifan lokal, boyolali

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ABSTRACT

The purpose of this development research is to determine the validity, effectiveness and attractiveness of augmented reality learning multimedia based on Boyolali local wisdom in class V theme 6 Sub-theme 2 learning 1, 2, and 5. This research was conducted in class V SD Negeri Ngrandu. This research and development uses the ADDIE model with the stages of analysis, design, development, implementation, evaluation. The validity of the Boyolali Local Wisdom-Based Augmented Reality learning multimedia (AREBALI) was obtained from the validation results of learning media experts, learning design experts, material experts, and linguists obtained an average percentage of 84.89% with a very valid category. The effectiveness of the product can be seen from the observation of small group teacher activities 90.47% and large group trials 95.23% with active categories, observation of small group student activities 92.22% and large group trials 91.99% with active categories, and test results of small groups and large groups 100% with the complete category. The attractiveness is seen from the results of the questionnaire responses of students in the small group of 93.33% and the large group of 96.44%. Based on the results of the research, the learning multimedia based on Boyolali Local Wisdom Augmented Reality (AREBALI) is valid, effective, and interesting to be used in Theme 6 Sub-theme 2 learning 1, 2, and 5 grade V SD Negeri Ngrandu.

Keywords: *learning multimedia, augmented reality, local wisdom, boyolali*