

Imamatus Sa'adah. 2022. *Pengembangan Multimedia Pembelajaran Augmented Reality Kelas III Tema 1 Subtema 3 Pembelajaran 4 UPTD SDN Bancaran 1 Bangkalan*. Skripsi, Program Studi Pendidikan Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.

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ABSTRAK

Tujuan penelitian pengembangan ini yaitu (1) Untuk mengetahui kevalidan multimedia pembelajaran *Augmented Reality* kelas III tema 1 subtema 3 pembelajaran 4 yang dilihat dari validasi ahli, (2) Untuk mengetahui keefektifan multimedia pembelajaran *Augmented Reality* kelas III tema 1 subtema 3 pembelajaran 4 yang dilihat dari hasil lembar observasi aktivitas guru, lembar observasi aktivitas peserta didik dan hasil belajar peserta didik, (3) Untuk mengetahui kemenarikan multimedia pembelajaran *Augmented Reality* kelas III tema 1 subtema 3 pembelajaran 4 yang dilihat dari respon peserta didik. Penelitian menggunakan metode penelitian dan pengembangan *Research and Development* (R&D) dengan model penelitian ADDIE. Penelitian ini dilakukan pada kelas III dengan jumlah 29 peserta didik. Berdasarkan data yang diperoleh peneliti, pada kevalidan media pembelajaran memperoleh persentase 90% dengan kategori sangat valid. Keefektifan diukur berdasarkan hasil observasi aktivitas guru mendapatkan persentase 89%, observasi aktivitas peserta didik mendapatkan persentase 93% dan hasil belajar peserta didik memperoleh persentase 91% dengan kategori sangat efektif. Kemenarikan diukur berdasarkan hasil angket respon peserta didik dengan persentase menunjukkan 89,5% dengan kategori sangat menarik.

Kata Kunci: Multimedia pembelajaran *Augmented Reality* kelas III tema 1 subtema 3 pembelajaran 4.

Imamatus Sa'adah. 2022. *Development of Augmented Reality Learning Multimedia for Class III Theme 1 Sub-theme 3 Learning 4 UPTD SDN Bancaran 1 Bangkalan*. Thesis, Elementary School Education Study Program, Faculty of Education, Trunojoyo University Madura.

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ABSTRACT

The objectives of this development research are (1) To determine the validity of Augmented Reality learning multimedia for class III theme 1 sub-theme 3 learning 4 as seen from expert validation, (2) To determine the effectiveness of Augmented Reality learning multimedia for class III theme 1 sub-theme 3 learning 4 as seen from the results of teacher activity observation sheets, student activity observation sheets and student learning outcomes, (3) To find out the attractiveness of Augmented Reality learning multimedia for class III theme 1 sub-theme 3 learning 4 as seen from student responses. The research uses Research and Development (R&D) research and development methods with the ADDIE research model. This research was conducted in class III with a total of 29 students. Based on the data obtained by the researchers, the validity of the learning media obtained a percentage of 90% with a very valid category. Effectiveness is measured based on the results of teacher activity observations getting a percentage of 89%, student activity observations getting a percentage of 93% and student learning outcomes getting a percentage of 91% with a very effective category. Attractiveness is measured based on the results of the student response questionnaire with a percentage showing 89.5% with a very interesting category.

Keywords: Multimedia Augmented Reality learning class III theme 1 sub-theme 3 learning 4.