

Rolexyus Laurent Pradana Arbain Putra. 2022. *Pengembangan Multimedia Pembelajaran Berbasis Augmented reality (SINEMA-AR) Pada Kelas V SDN Bandarkedungmulyo 1*. 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, keefektivan dan kemenarikan multimedia pembelajaran berbasis *augmented reality* pada kelas V tema 3 Subtema 1 pembelajaran 5. Penelitian ini dilakukan pada kelas V SDN Bandarkedungmulyo 1. Penelitian pengembangan ini menggunakan teknik pengumpulan data seperti observasi, wawancara, angket, dan tes. Penelitian dan pengembangan ini menggunakan model ADDIE dengan tahapan *Analysis, Design, Development, Implementation, Evaluation*. Kevalidan media SINEMA-AR diperoleh dari validator ahli media pembelajaran 100%, ahli desain pembelajaran 90%, ahli materi 100% dan memperoleh rata-rata persentase 96,66% dengan kategori sangat valid. Persentase keefektivan dari SINEMA-AR diperoleh dari aktivitas guru, siswa dan tes siswa, pada uji coba kelompok kecil aktivitas guru memperoleh 91,42% dengan kategori sangat baik, aktivitas siswa memperoleh 91,37% dengan kategori sangat baik, dan tes memperoleh persentase 100% tuntas. Uji coba kelompok besar pada aktivitas guru memperoleh 95,71% dengan kategori sangat baik, aktivitas siswa memperoleh 82,94% dengan kategori aktif, dan tes memperoleh persentase 100% tuntas. Kemenarikan media diperoleh dari angket respon siswa uji coba kelompok kecil 96,66% (sangat menarik), uji coba kelompok besar memperoleh rata-rata persentase 91,1% (sangat menarik), dan angket respon guru 100% (sangat menarik), dengan rata-rata persentase 95,92% dengan kriteria sangat menarik. Berdasarkan hasil penelitian maka media SINEMA-AR berbasis *augmented reality* valid, efektif, dan menarik digunakan pada Tema 3 Subtema 1 pembelajaran 5 kelas V SDN Bandarkedungmulyo 1.

Kata Kunci : Multimedia Pembelajaran, Augmented Reality, Sistem Pencernaan Makanan Pada Manusia

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ABSTRACT

The purpose of this *Development* research is to determine the validity, effectiveness and attractiveness of *augmented reality*-based learning multimedia in class V theme 3 Sub-theme 1 learning 5. This research was conducted in class V SDN Bandarkedungmulyo 1. This *Development* research uses data collection techniques such as observation, interviews, questionnaires, and tests. This research and *Development* uses the ADDIE model with the stages of *Analysis, Design, Development, Implementation, Evaluation*. The validity of the SINEMA-AR media was obtained from 100% learning media expert validators, 90% learning *Design* experts, 100% material experts and obtained an average percentage of 96.66% with a very valid category. The percentage of effectiveness of SINEMA-AR was obtained from the activities of teachers, students and student tests, in the small group trial the teacher's activity obtained 91.42% in the very good category, student activities obtained 91.37% in the very good category, and the test obtained a percentage of 100 % complete. In the large group trial, the teacher's activity got 95.71% in the very good category, the student activity got 82.94% in the active category, and the test got a 100% complete percentage. The attractiveness of the media was obtained from the student response questionnaire for the small group trial of 96.66% (very interesting), the large group trial obtained an average percentage of 91.1% (very interesting), and the teacher's response questionnaire was 100% (very interesting) with an average percentage of 95.92% with very interesting criteria. Based on the results of the study, the SINEMA-AR media based on *augmented reality* is valid, effective, and interesting to use in Theme 3 Sub-theme 1 learning 5 class V SDN Bandarkedungmulyo 1.

Keywords: Learning Multimedia, Augmented Reality, Food Digestion System In Humans