

Oktafia Indriyani. 2019. *Pengembangan Media Bangun Ruang Menggunakan Augmented Reality Berbasis Android Pada Siswa SD Pademawu Barat IV*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Dosen Pembimbing I: Rika Wulandari , S.Pd., M.Pd. Dosen Pembimbing II: Ibu Tyasmiarni Citrawati, S.Pd., M.Pd.

ABSTRAK

Tujuan pengembangan ini untuk mengembangkan media pembelajaran bangun ruang menggunakan Augmented Reality berbasis Android pada pembelajaran matematika materi volume kubus dan balok yang valid, efektif dan menarik untuk siswa kelas V UPTD SDN Pademamawu Barat IV. Penelitian ini menggunakan model pengembangan *Borg and Gall* yang dimodifikasi oleh Sugiyono. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil persentase kevalidan bangun ruang menggunakan Augmented Reality berbasis Android berdasarkan para ahli sebesar 84,40% (sangat valid). Keefektifan bangun ruang menggunakan Augmented Reality berbasis Android pada uji coba pemakaian diukur dari aktivitas guru memperoleh persentase 92%, aktivitas siswa memperoleh persentase 92% tes hasil belajar siswa memperoleh persentase ketuntasan belajar klasikal sebesar 100% (efektif). Kemenarikan bangun ruang menggunakan Augmented Reality berbasis Android diukur dari hasil persentase angket respon siswa pada uji coba pemakaian sebesar 92% (menarik). Hasil tersebut menunjukkan bahwa bangun ruang menggunakan Augmented Reality berbasis Android, efektif dan menarik digunakan pada mata pelajaran matematika bangun ruang kubus dan balok untuk Siswa Kelas V UPTD SDN Pademawu Barat IV.

Kata kunci: *Pengembangan, Augmented Reality Berbasis Android, Matematika.*

Oktafia Indriyani. 2019. Development of Media to Build Space Using Android Based Augmented Reality in West Pademawu Elementary School Students IV. Thesis. Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Supervisor I: Rika Wulandari, S.Pd., M.Pd. Supervisor II: Mrs. Tyasmiarni Citrawati, S.Pd., M.Pd.

ABSTRACT

The purpose of this development is to develop a learning media for building space using Android-based Augmented Reality in mathematics learning material in the volume of cubes and beams that is valid, effective and interesting for students in class V UPTD SDN Pademamawu Barat IV. This study uses the Borg and Gall development model modified by Sugiyono. Based on the results of research conducted, obtained the percentage of validity of building space using Androidbased Augmented Reality based on experts by 84.40% (very valid). The effectiveness of building space using Android-based Augmented Reality in the use of the trial is measured from the activity of the teacher obtaining a percentage of 92%, the activity of students obtaining a percentage of 92% of the student learning achievement test obtains a percentage of classical learning completeness of 100% (effective). The attractiveness of building using Android-based Augmented Reality is measured from the results of the percentage of questionnaire responses of students in the trial use of 92% (interesting). These results indicate that building space using Android-based Augmented Reality, effective and interesting is used in mathematics subjects building cubes and blocks for Class V Students of UPTD SDN Pademawu Barat IV.

Keywords: Development, *Augmented Reality* Based on *Android*, Mathematics.