

Nurul Fajariyah. 2023. *Pengembangan Media Pembelajaran “BERUANG” Berbasis Augmented Reality di Kelas V SDN Karang Dalem 5 Sampang*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Umi Hanik, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan Media Pembelajaran “BERUANG” Berbasis Augmented Reality di Kelas V SDN Karang Dalem 5 Sampang dengan memenuhi kriteria valid, efektif, dan praktis. Penelitian ini menggunakan metode *R&D (Research and Development)* dengan model pengembangan Sugiyono. Teknik pengumpulan data yang digunakan yaitu observasi, wawancara, angket, dan tes. Hasil penelitian menunjukkan perolehan persentase dari masing-masing validator ahli sebesar 72,5% untuk ahli desain pembelajaran berada pada kriteria valid, 93,33% untuk ahli media pembelajaran berada pada kriteria sangat valid, dan 82,5% untuk ahli materi berada pada kategori sangat valid. Hasil keefektifan ditinjau dari observasi aktivitas guru sebesar 95,84% berada pada kriteria sangat aktif, observasi aktivitas siswa sebesar 97,55% berada pada kriteria sangat aktif, dan ketuntasan belajar secara klasikal memperoleh rata-rata sebesar 87,5% sehingga dinyatakan efektif. Hasil kepraktisan dari angket respon guru dan siswa memperoleh persentase masing-masing sebesar 100% dan 93,75% dengan kategori sangat praktis. Hasil penelitian menunjukkan media pembelajaran BERUANG berbasis augmented reality valid, efektif, dan praktis digunakan pada materi bangun ruang di kelas V SDN Karang Dalem 5 Sampang.

Kata Kunci: Pengembangan, Media Pembelajaran, Media BERUANG, Augmented Reality, Bangun Ruang.

Nurul Fajariyah. 2023. *Development of Augmented Reality-Based "BEAR" Learning Media in Class V SDN Karang Dalem 5 Sampang*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Advisor: Umi Hanik, S.Pd., M.Pd.

ABSTRACT

This study aims to develop "BEAR" Learning Media Based on Augmented Reality in Class V SDN Karang Dalem 5 Sampang by fulfilling valid, effective and practical criteria. This research uses the R&D (Research and Development) method with the Sugiyono development model. Data collection techniques used are observation, interviews, questionnaires, and tests. The results showed that the percentage gain of each expert validator was 72.5% for learning design experts who were in the valid criteria, 93.33% for learning media experts who were in the very valid criteria, and 82.5% for material experts who were in the category very valid. The results of effectiveness in terms of observations of teacher activity were 95.84% in very active criteria, 97.55% of student activity observations were in very active criteria, and classical learning completeness obtained an average of 87.5% so that it was declared effective. The practicality results from the teacher and student response questionnaires obtained percentages of 100% and 93.75%, respectively, in the very practical category. The results showed that the BEAR learning media is valid, effective, and practical to use in geometric material in class V SDN Karang Dalem 5 Sampang.

Keywords: *Development, Learning Media, BEAR Media, Augmented Reality, Build Space.*