

Ervinda Oktavia Barohah, 2023. Pengembangan *Game* Edukasi IPA Berbasis AR (*Augmented Reality*) pada Materi Sistem Ekskresi. Skripsi. Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Badrud Tamam.

ABSTRAK

Pembelajaran di MTs Tarbiyatus Saadah Gresik masih menggunakan media ceramah, materi dari buku serta tidak lengkapnya alat peraga pada mata pelajaran IPA terutama untuk materi sistem ekskresi membuat siswa kesulitan memahami konsep. Penelitian ini bertujuan untuk mengetahui kelayakan dan respons siswa terhadap media *game* edukasi berbasis AR pada materi sistem ekskresi. Pengembangan ini menggunakan model pengembangan ADDIE terdiri dari 5 tahapan yaitu *Analyze, Design, Development, Implementation, dan Evaluate* dengan subjek penelitian adalah kelas VIII MTs Tarbiyatus Saadah Gresik. Produk yang dihasilkan berupa aplikasi media *game* edukasi berbasis AR yang dapat diinstal pada android. Hasil penelitian ini menunjukkan nilai hasil validasi ahli media memperoleh rata-rata 92,5% kategori “Sangat Layak”, hasil validasi ahli materi memperoleh rata-rata 92,5% kategori “Sangat Layak”, hasil penilaian guru IPA memperoleh rata-rata sebesar 96% kategori “Sangat Layak”. Berdasarkan hasil uji coba didapatkan hasil uji coba perorangan memperoleh rata-rata 95% kategori “Sangat Baik”, uji coba kelompok kecil memperoleh rata-rata 93% dengan kategori “Sangat Baik” dan uji coba lapangan memperoleh rata-rata 93% kategori “Sangat Baik”. Hal ini menunjukkan bahwa penggunaan media *game* edukasi berbasis AR pada materi sistem ekskresi dinyatakan layak untuk digunakan dalam kegiatan belajar mengajar.

Kata Kunci: ADDIE, *augmented reality*, *game* edukasi, media pembelajaran, sistem ekskresi

Ervinda Oktavia Barohah, 2023. Development of an AR (Augmented Reality) Science Educational Game on Excretion System Material. Thesis. Science Education Study Program, Faculty of Education, Trunojoyo Madura University. Supervisor: Badrud Tamam.

ABSTRACT

Learning at MTs Tarbiyatus Saadah Gresik uses lecture media, books and incomplete teaching aids in science subjects, excretory system material as one of the difficult material for students. The study aims to determine the feasibility and student response to AR-based educational game media on excretion system material. Using ADDIE development model consisting of 5 stages, namely Analyze, Design, Development, Implementation, and Evaluate with the research subject being class VIII MTs Tarbiyatus Saadah Gresik. The resulting product is an AR-based educational game media application that can be installed by Android. The results showed that the validation results of media experts obtained an average of 92.5% in the "Very Eligible" category, the validation results of material experts obtained an average of 92.5% in the "Very Eligible" category, the results of the science teacher's assessment obtained an average of 96% category "Very Eligible". Based on the trial results, individual trial results obtained an average of 95% in the "Very Good" category, small group trials obtained an average of 93% in the "Very Good" category and field trials obtained an average of 93% in the "Very Good" category. Good". We concluded that AR-based educational game media on excretory system material is feasible for use in teaching and learning activities.

Keywords: *ADDIE, augmented reality, educational games, learning media, excretory system*