

Fitriyatul Maulidiyah. 2020. Pengembangan Media SAMBUAYAK Berbasis Augmented Reality Mengenalkan Konsep Kasih Sayang Melalui Strategi Pembelajaran Terpadu, Skripsi. Program Studi Pendidikan Guru Pendidikan Anak Usia Dini, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura, Pembimbing. Siti Fadjryana Fitroh, S.Psi., M.A. dan Dinda Rizki Tiara S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media SAMBUAYAK berbasis *augmented reality* mengenalkan konsep kasih sayang melalui strategi pembelajaran terpadu. Penulis menggunakan model pengembangan *Borg and Gall*. Penelitian ini dilaksanakan di TKM NU 121 Mambaul Huda dengan populasi semua anak rentang usia 4-5 tahun. Sampel penelitian sebanyak 5 anak. Pengumpulan data menggunakan teknik angket untuk mengukur kelayakan media SAMBUAYAK berbasis *augmented reality*. Teknis analisis data menggunakan analisis deskriptif kualitatif dan analisis statistik deskriptif. Berdasarkan hasil penelitian dapat disimpulkan bahwa nilai yang diperoleh dari media SAMBUAYAK berbasis augmented reality dari : Ahli media 80% dengan predikat “baik”, Ahli mater 80% dengan predikat “baik”, respon guru 80% dengan kategori “baik”, uji coba permulaan 83% dengan kategori “baik”, dan uji coba lapangan utama 97% dengan predikat “sangat baik.

Kata Kunci : Media pembelajaran, SAMBUAYAK, Augmented Reality, Konsep Kasih Sayang, Strategi Pembelajaran Terpadu.

Fitriyatul Maulidiyah. 2020. Development of SAMBUAYAK Media Based on Augmented Reality Introduces the Concept of Compassion through Integrated Learning Strategies, Thesis. Early Childhood Education Program, Faculty of Education, University of Trunojoyo Madura, Advisor. Siti Fadjryana Fitroh, S.Psi., M.A. and Dinda Rizki Tiara S.Pd., M.Pd.

ABSTRACT

This study aims to develop SAMBUAYAK media based on augmented reality to introduce the concept of compassion through integrated learning strategies. The writer used the Borg and Gall development model. This research was conducted at TKM NU 121 Mambaul Huda with a population of all children aged 4-5 years. The study sample of 5 children. The collection of the data uses a questionnaire technique to measure the feasibility of augmented reality based SAMBUAYAK media. The technical data analysis uses descriptive qualitative analysis and descriptive statistical analysis. Based on the results of the study, it could be concluded that the values obtained from the SAMBUAYAK media based on augmented reality from: the media expert 80% with the "good" predicate, the material expert 80% with a "good" predicate, the teacher 80% response to the "good" category, the initial trial 83% in the "good" category, and the main field trials 97% with a "very good" rating.

Keywords: Learning media, SAMBUAYAK, Augmented Reality, Compassion Concept, Integrated Learning Strategies.