

Anti Habibatir Rohmah. 2026. Pengembangan Multimedia Pembelajaran Bentari Augmented Reality Materi Perubahan Energi Kelas IV Di SDN Kraton 1 Bangkalan. *Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura*. Anna Naimatul Jannah, S. Pd., M. Pd.

ABSTRAK

Penelitian pengembangan yang menghasilkan produk multimedia pembelajaran bentari berbasis *Augmented Reality* materi perubahan energi kelas IV di SDN Kraton 1 Bangkalan ini mengacu pada kendala belum tersedianya media pembelajaran mengenai materi perubahan energi sehingga hasil belajar rendah pada mapel IPAS. Tujuan penelitian ini yaitu untuk mengetahui kevalidan, keefektifan, dan kemenarikan dari produk yang telah dikembangkan. Studi pengembangan ini berpedoman pada model ADDIE yang terdiri dari lima tahapan: analisis, desain, pengembangan, penerapan, dan evaluasi. Uji coba terbatas terdiri atas 6 siswa sedangkan uji coba luas 20 siswa. Kevalidan didasarkan pada penelitian validator tiap ahli. Mendapatkan predikat sangat valid dari validasi materi dengan presentase 90% dan validasi media pembelajaran dengan presentase 92,5%. Mendapatkan predikat sangat valid dari validasi desain pembelajaran dengan presentase 85%. Keefektifan produk dianalisis dari hasil evaluasi peserta didik sebesar 100%. Diperoleh juga berdasarkan pengamatan aktivitas guru dengan presentase 95%. Sedangkan pengamatan aktivitas pada siswa dengan hasil sebesar 94,5%. Kemenarikan produk dilihat dari angket respon guru dengan presentase 97,5%. Sedangkan angket respon siswa mendapatkan presentase 96,25% dan 99%. Berdasarkan hasil analisis data yang telah dilakukan, dapat disimpulkan bahwasannya produk yang dikembangkan bisa digunakan dalam pembelajaran karena valid, efektif, dan menarik.

Kata Kunci: Multimedia, *Augmented Reality*, Perubahan Energi, ADDIE

Anti Habibatir Rohmah. 2026. Development of Augmented Reality-Based Bentari Learning Multimedia On Energy Changes in Fourth Grade at SDN Kraton 1 Bangkalan. *Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training Education, Trunodjoyo Madura University*. Anna Naimatul Jannah, S. Pd., M. Pd.

ABSTRACT

The development research that produced the Augmented Reality-based Bentari learning multimedia product for the fourth grade energy change material at SDN Kraton 1 Bangkalan refers to the constraint of the unavailability of learning media regarding the energy change material resulting in low learning outcomes in the Natural Sciences subject. The purpose of this study is to determine the validity, effectiveness, and attractiveness of the product that has been developed. This development study is guided by the ADDIE model which consists of five stages of analysis, design, development, implementation, and evaluation. The small group trial consisted of 6 students while the large group trial consisted of 20 students. Validity is based on the research of each expert validator. Obtaining a very valid predicate from the material validation with a percentage of 90% and the learning media validation with a percentage of 92.5%. Obtaining a very valid predicate from the learning design validation with a percentage of 85%. The effectiveness of the product is analyzed from the results of student evaluations of 100%. Also obtained based on observations of teacher activities with a percentage of 95% While observations of student activities with results of 94.5%. The product's appeal was demonstrated by a 97.5% response rate from the teacher questionnaire, while the student questionnaire's response rate was 96.25% and 99%. Based on the data analysis, it can be concluded that the product developed can be used in learning because it is valid, effective, and engaging.

Keywords: *Multimedia, Augmented Reality, Energy Change, ADDIE*