

Yudha Oktavianto. 2023. Pengembangan Media Tarian Alam Berbasis *Augmented Reality* (AR) Pada Kelas IV SDN Glagahan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing : Fachrur Rozie, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, keefektifan dan kemenarikan multimedia pembelajaran tarian alam berbasis *augmented reality* yang dikaitkan pada kearifan lokal Bojonegoro pada kelas IV tema 7 Subtema 2 pembelajaran 2, 4, dan 6. Penelitian ini dilakukan pada kelas IV SD Negeri Glagahan. Jenis penelitian ini adalah penelitian *research and development* dengan menggunakan model ADDIE dengan tahapan *analysis, design, development, implementation, evaluation*. Teknik pengumpulan data yang digunakan pada penelitian ini adalah wawancara, tes, angket, dan observasi. Kevalidan multimedia pembelajaran *Augmented Reality* Tarian Alam, diperoleh dari ahli materi 96%, ahli media pembelajaran 82%, ahli desain 88% dan memperoleh rata-rata presentase 88,66% dengan kategori sangat valid. Keefektifan produk dilihat dari observasi aktivitas guru kelompok kecil 92,5% dan uji coba kelompok besar 100% dengan kategori sangat aktif, observasi aktivitas peserta didik kelompok kecil 90,47% dan uji coba kelompok besar 95,32% dengan kategori sangat aktif, dan tes hasil belajarr kelompok kecil dan kelompok besar 100% dengan kategori tuntas. Kemenarikan dilihat dari hasil angket respon peserta didik kelompok kecil 97,66% dan kelompok besar 95,52%. Berdasarkan hasil penelitian maka multimedia tarian alam berbasis *Augmented Reality* valid, menari, dan efektif digunakan pada Tema 7 Subtema 2 pembelajaran 2, 4, dan 6 kelas IV SD Negeri Glagahan.

Kata Kunci : pengembangan multimedia pembelajaran, *augmented reality*, tema 7 subtema 2, bojonegoro

Yudha Oktavianto. 2023. Development of Natural Dance Media Based on Augmented Reality (AR) in Class IV of SDN Glagahan. Thesis. Elementary School Teacher Education Study Program. Faculty of Science Education. Trunojoyo Madura University. Advisor : Fachrur Rozie, S.Pd., M.Pd.

ABSTRACT

The purpose of this development research was to determine the validity, effectiveness and attractiveness of augmented reality-based nature dance learning multimedia linked to Bojonegoro local wisdom in class IV theme 7 Sub-theme 2 learning 2, 4 and 6. This research was conducted in class IV SD Negeri Glagahan. This type of research is research and development research using the ADDIE model with the stages of analysis, design, development, implementation, evaluation. Data collection techniques used in this study were interviews, tests, questionnaires, and observation. The validity of the Natural Dance Augmented Reality learning multimedia was obtained from material experts 96%, learning media experts 82%, design experts 88% and obtained an average percentage of 88.66% with a very valid category. The effectiveness of the product is seen from the observation of small group teacher activities 92.5% and large group trials 100% with very active categories, observations of small group student activities 90.47% and large group trials 95.32% with very active categories, and small group and large group learning outcomes test 100% with complete category. Interestingly seen from the results of the questionnaire the response of students in the small group was 97.66% and the large group was 95.52%. Based on the results of the study, natural dance multimedia based on Augmented Reality is valid, danceable, and effective for use in Theme 7 Sub-theme 2 learning 2, 4, and 6 class IV of SD Negeri Glagahan.

Keywords: *development of learning multimedia, augmented reality, theme 7, sub-theme 2, Bojonegoro*