

Fahrur Rosi. 2026. *Pengembangan Media Pembelajaran Flashcard Augmented Reality Materi Sistem Peredaran Darah Manusia Kelas V SDN Sumber Waru 1*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Ade Cyntia Pritasari, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media flashcard augmented reality materi sistem peredaran darah manusia yang valid, efektif, dan menarik untuk siswa kelas V SDN Sumber Waru 1. Model pengembangan yang digunakan yaitu model ADDIE yang terdiri dari tahap *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Subjek penelitian yaitu siswa kelas V SDN Sumber Waru 1. Hasil validasi memperoleh hasil antara lain: (1) ahli media sebesar 95% (Sangat Valid) , (2) ahli materi sebesar 91,67% (Sangat Valid), (3) ahli desain sebesar 85% (Sangat Valid). Keefektifan ditinjau dari observasi aktivitas pembelajaran guru kelompok kecil sebesar 90 % (efektif), sedangkan untuk kelompok besar sebesar 97,5% (efektif) dan tes evaluasi > 85 termasuk kategori tuntas secara klasikal. Kemenarikan ditinjau dari angket respon guru pada kelompok kecil dan kelompok besar sebesar 96,42% (sangat menarik) dan angket respon siswa kelompok kecil berada pada rentang sebesar 80,35% - 96,42% (Menarik - sangat Menarik) sedangkan pada kelompok besar berada pada rentang sebesar 71,42% - 98,42% (Menarik – Sangat Menarik) Berdasarkan hasil tersebut, Pengembangan flashcard augmented reality dinyatakan valid, efektif, dan menarik untuk digunakan dalam proses pembelajaran.

Kata Kunci: *augmented reality, flashcard, sistem peredaran darah manusia*

Fahrur Rosi. 2026. *Development of Augmented Reality Flashcard Learning Media on the Human Circulatory System for Grade V Students at SDN Sumber Waru 1. Undergraduate Thesis*. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Pembimbing: Ade Cyntia Pritasari, S.Pd., M.Pd

ABSTRACT

This study aimed to develop augmented reality flashcards covering the human circulatory system media that are valid, effective, and engaging for fifth grade students at SDN Sumber Waru 1. The development process utilized the ADDIE model, comprising the stages of analysis, design, development, implementation, and evaluation. The research subjects were fifth-grade students at SDN Sumber Waru 1. Validation results indicated the following: (1) media expert rating of 95% (Highly Valid), (2) subject matter expert rating of 91.67% (*Highly Valid*), and (3) design expert rating of 85% (Highly Valid). Effectiveness was assessed based on observations of teacher-led learning activities, yielding 90% (*effective*) for small groups and 97.5% (*effective*) for large groups; additionally, evaluation test results exceeded 85%, meeting the criteria for class-wide mastery. Appeal was assessed via teacher response questionnaires for both small and large groups, resulting in a 96.42% rating (*highly engaging*), while student response questionnaires ranged from 80.35% to 96.42% (engaging to highly engaging) for small groups and from 71.42% to 98.42% (engaging to highly engaging) for large groups. Based on these results, the developed augmented reality flashcards are deemed valid, effective, and engaging for use in the learning process.

Keywords: *augmented reality, flashcards, human circulatory system*