

Nashirotul Arifah. 2022. *Pengembangan Multimedia Interaktif Berbasis Augmented Reality Untuk Mengenalkan Kesenian Kiprah Glipang Probolinggo Pada Kelas 4 SDN Brumbungan Kidul*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Mahmud, S. IP., M. Si.

ABSTRAK

Pengembangan ini dilatarbelakangi kurangnya pengetahuan siswa terhadap kebudayaan daerahnya sendiri, serta terbatasnya sumber belajar kebudayaan Probolinggo khususnya kesenian Kiprah Glipang. Tujuan penelitian pengembangan ini adalah (1) Mengembangkan multimedia berbasis *Augmented Reality* “Ayo Berkiprah Glipang” yang valid, (2) Mengembangkan multimedia berbasis *Augmented Reality* “Ayo Berkiprah Glipang” yang efektif, (3) Mengembangkan multimedia berbasis *Augmented Reality* “Ayo Berkiprah Glipang” yang menarik. Jenis penelitian yang digunakan dalam penelitian ini adalah penelitian pengembangan model ADDIE. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kevalidan dari beberapa validasi ahli diantaranya yaitu validasi ahli media sebesar 90% ahli desain pembelajaran sebesar 90% ahli materi pembelajaran sebesar 88% dan ahli bahasa sebesar 85% kemudian dihitung dengan rumus rata-rata gabungan keempat validator sebesar 89%, persentase tersebut tergolong dalam kriteria sangat valid dan dapat digunakan. Keefektifan multimedia ini didapatkan dari hasil lembar keterlaksanaan pembelajaran/ lembar aktivitas guru (98%) lembar observasi siswa (95%) dan hasil belajar siswa mendapat presentase ketuntasan belajar sebesar (100%) sehingga dapat disimpulkan multimedia ini sangat efektif untuk digunakan. Kemenarikan multimedia dapat dilihat dari hasil respon siswa pada uji coba produk yaitu sebesar 97%., sehingga persentase tersebut tergolong sangat menarik. Berdasarkan hasil penelitian maka multimedia “Ayo Berkiprah Glipang” berbasis *Augmented Reality* dikatakan sangat valid, sangat efektif dan juga sangat menarik digunakan pada tema 8 subtema 2 Kelas IV SDN Brumbungan Kidul Probolinggo.

Kata Kunci : Multimedia Interaktif, *Augmented Reality*, Kesenian Kiprah Glipang.

Nashirotul Arifah. 2022. *Development of Augmented Reality-Based Interactive Multimedia to Introduce Glipang Probolinggo's Gait Art to Class 4 SDN Brumbungan Kidul 1*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Mahmud, S.IP., M.Si.

Abstract

The development was motivated by the lack of student's knowledge of their own regional culture, as well as the limited sources of learning about the Probolinggo culture, especially the art of Kiprah Glipang. The aims of this development research are (1) to develop a valid Augmented Reality-based multimedia "Ayo Berkiprah Glipang" which is valid, (2) To develop an effective Augmented Reality-based multimedia "Ayo Berkiprah Glipang" based multimedia, (3) to develop an Augmented Reality-based multimedia "Ayo Berkiprah Glipang" which is interesting. This development research uses the ADDIE model. Based on the result of the research conducted, the result show that the percentage of validity of several expert validation including media expert validation is 90%, learning design experts is 90% learning material expert is 88% and linguist is 85% then calculated by the combined average formula of the four validator is 89%, this percentage is classified as very valid and can be used. The effectiveness of this multimedia is obtained from the result of the learning implementation sheet/ teacher activity sheet (98%) student observation sheets (95%) and student learning outcomes get a learning completeness percentage of (100%) so it can be concluded that is multimedia is very effective to use. The attractiveness of multimedia can be seen from the results of student responses to product trials, which is 97%, so that percentage is classified as very interesting. Based on the research results, the Augmented Reality-based "Ayo berkiprah Glipang" multimedia is said to be very valid, very effective and also very interesting to use on the 8 sub-theme 2 Class IV SDN Brumbungan Kidul 1 Probolinggo theme.

Keywords: Interactive Multimedia, Augmented Reality, Glipang Gait Art.