

Arindah Maghfiroh. 2022. *Pengembangan Media Pembelajaran Berbasis Android Menggunakan Augmented Reality Materi Bangun Ruang Kelas V SD Negeri 23 Gresik*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Rika Wulandari, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah untuk mengembangkan media pembelajaran berbasis android menggunakan *Augmented Reality* materi bangun ruang pada kelas V SD Negeri 23 Gresik yang valid, efektif, dan praktis. Pengembangan ini menggunakan model ADDIE. Berdasarkan hasil validasi para ahli didapatkan hasil persentase sebagai berikut: ahli media pembelajaran 93% (valid), ahli materi 98% (valid), ahli desain pembelajaran 93% (valid), dan ahli bahasa 84% (valid). Keefektifan media pembelajaran diperoleh dari ketuntasan hasil belajar klasikal siswa. Hasil persentase ketuntasan hasil belajar klasikal siswa menunjukkan hasil pada uji coba kelompok kecil 86% dan pada uji coba kelompok besar 90% (tuntas secara klasikal). Kepraktisan media pembelajaran diukur dari angket respon siswa dan guru setelah menggunakan media pembelajaran. Angket respon siswa pada uji coba kelompok kecil diperoleh hasil 86% (praktis) dan pada uji coba kelompok besar diperoleh hasil 87% (praktis), hasil angket respon guru diperoleh hasil 95% (praktis). Berdasarkan hasil penelitian maka media pembelajaran berbasis android menggunakan *augmented reality* dikatakan valid, efektif, dan praktis digunakan untuk pembelajaran matematika pada materi bangun ruang kelas V SD Negeri 23 Gresik.

Kata kunci: Bangun Ruang, Media Pembelajaran Berbasis Android, *Augmented Reality*, ADDIE

Arindah Maghfiroh. 2022. *Development of Android-Based Learning Media Using Augmented Reality Building Materials for Class V SD Negeri 23 Gresik*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura.
Supervisor: Rika Wulandari, S.Pd., M.Pd.

ABSTRACT

The purpose of this development research is to develop an android-based learning media using Augmented Reality material for building space in class V SD Negeri 23 Gresik which is valid, effective, and practical. This development uses the ADDIE model. Based on the results of the validation of the experts, the percentage results were obtained as follows: learning media experts 93% (very valid), material experts 98% (very valid), learning design experts 93% (very valid), and language experts 84% (very valid). The effectiveness of learning media is obtained from the completeness of students' classical learning outcomes. The results of the percentage of students' classical mastery learning outcomes showed results in the small group trial of 86% and in the large group trial 90% (classically completed). The practicality of learning media is measured from the questionnaire responses of students and teachers after using learning media. The student response questionnaire in the small group trial obtained 86% results (very good) and in the large group trial the results were 87% (very good), the results of the teacher's questionnaire response were obtained 95% (very good). Based on the results of the research, the android-based learning media using augmented reality is said to be valid, effective, and practical to use for learning mathematics in class V building space at SD Negeri 23 Gresik.

Keywords: *Build Space, Android-Based Learning Media, Augmented Reality, ADDIE*