

ABSTRAK

Mata pelajaran IPA merupakan pelajaran yang sudah dipelajari mulai tingkat SD. Pada mata pelajaran IPA terdapat Materi tentang Sistem Pernafasan Manusia, dimana materi tersebut sulit dipahami karena mempelajari organ dalam yang tidak dapat diamati secara langsung. Sehingga siswa sulit memahaminya tanpa media pendukung yang tepat. Penelitian ini dilakukan untuk mengembangkan media pembelajaran berbasis “*Augmented Reality*” pada materi sistem pernapasan pada manusia yang bertujuan untuk membantu siswa mengatasi kesulitan dalam hal memahami materi dan meningkatkan daya Tarik siswa serta motivasi belajar siswa. Penelitian ini digunakan untuk mengetahui kualitas dan respon siswa terhadap media pembelajaran berbasis *Augmented Reality*. Penelitian ini menggunakan model pengembangan *ADDIE*, dengan lima tahapan yaitu *Analyze* (analisis), *Design* (perancangan), *Development* (Pengembangan), *Implementation* (implementation), dan *Evolustion* (evaluasi). Pengujian penelitian ini dilakukan kepada siswa kelas 5 SD Mujahiddin 1 Surabaya dengan menggunakan tiga aspek yaitu, efektivitas, afisiensi, dan daya tarik. Hasil kelayakan oleh ahli dari aspek bahasa sebesar 85%, aspek dari media sebesar 85%, dan aspek materi sebesar 77%, hasil uji coba perorangan 79%. uji coba kelompok kecil 86%, uji cobakelompok besar 87%, berdasarkan hasil keseluruhan media pembelajaran berbasis “*Augmented Reality*” dinyatakan sangat layak digunakan dalam pembelajaran materi Sistem Pernafasan Pada Manusia mata pelajaran IPA Kelas 5 SD.

Kata Kunci ; *Augmented Reality*, Media Pembelajaran, Sistem Pernafasan Pada Manusia, *ADDIE*.

ABSTRACT

Science subjects are lessons that have been learned from elementary level. In science subjects there are material about the human respiratory system, where the material is difficult to understand because it studies internal organs that cannot be directly observed. So that students find it difficult to understand without the right supporting media. This research was conducted to develop learning media based on "Augmented Reality" in respiratory system material in humans which aims to help students overcome difficulties in terms of understanding the material and increasing the attractiveness of students and student motivation. This study was used to determine the quality and response of students to Augmented Reality-based learning media. This study uses the ADDIE development model, with five stages, namely Analyze (design), Design (design), Development (Development), Implementation (implementation), and Evolution (evaluation). The testing of this research was carried out to 5th grade students of SD Mujahiddin 1 Surabaya using three aspects, namely, effectiveness, efficiency, and attractiveness. The results of feasibility by experts from the aspect of language is 85%, aspects of the media are 85%, and material aspects are 77%, the results of individual trials are 79%. small group trial 86%, large trial group 87%, based on the overall results of learning media based on "Augmented Reality" stated to be very feasible to use in learning material Respiratory System in Human Science Grade 5 Elementary School.

Keywords ; *Augmented Reality, Learning Media, Respiratory System in Humans, ADDIE.*