

Bintang Festivani. 2026. Pengembangan *E-magazine* Berbantuan *Augmented Reality* (AR) Konteks Kuah Adun Untuk Meningkatkan Literasi Sains Siswa. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Try Hartiningsih

ABSTRAK

E-magazine berbantuan *Augmented Reality* (AR) konteks kuah adun merupakan bahan ajar digital yang memuat informasi mengenai kuliner khas Madura, yaitu kuah adun, yang dikaitkan dengan materi IPA unsur, senyawa, dan campuran. Tujuan penelitian ini adalah untuk mengetahui kevalidan, keterbacaan, dan respons siswa terhadap produk yang dikembangkan serta peningkatan literasi sains siswa melalui pembelajaran menggunakan *e-magazine* berbantuan AR. Metode yang digunakan dalam penelitian ini adalah *Research and Development* (R&D) dengan model pengembangan ADDIE yang meliputi tahap *Analysis, Design, Development, Implementation, dan Evaluation*. Penelitian dilaksanakan pada siswa kelas VIII SMP Negeri 5 Bangkalan. Instrumen penelitian meliputi lembar validasi ahli media dan ahli materi, angket keterbacaan, angket respons siswa, serta tes literasi sains berupa *pretest* dan *posttest*. Data dianalisis secara deskriptif kuantitatif menggunakan persentase dan perhitungan *N-Gain*. Hasil penelitian menunjukkan bahwa *e-magazine* berbantuan *Augmented Reality* (AR) konteks kuah adun dinyatakan valid berdasarkan hasil validasi ahli media dan ahli materi. Hasil keterbacaan siswa terhadap *e-magazine* memperoleh kategori sangat baik, sedangkan respons siswa terhadap penggunaan *e-magazine* memperoleh kategori sangat tinggi. Peningkatan literasi sains siswa berdasarkan hasil perhitungan *N-Gain* menunjukkan adanya peningkatan pada kategori sedang. Berdasarkan hasil tersebut, *e-magazine* berbantuan *Augmented Reality* (AR) konteks kuah adun dinyatakan layak digunakan dalam pembelajaran IPA dan berpotensi meningkatkan literasi sains siswa.

Bintang Festivani. 2026. Development of an E-magazine Assisted by Augmented Reality (AR) in the Context of Kuah Adun to Improve Students' Scientific Literacy. Thesis, Science Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. advisor: Try Hartiningsih

ABSTRACT

The Augmented Reality (AR)-assisted e-magazine based on the context of Kuah Adun is a digital learning material that provides information about Kuah Adun, a traditional Madurese culinary dish, integrated with the science topic of elements, compounds, and mixtures. This study aimed to determine the validity, readability, and students' responses toward the developed product, as well as to examine the improvement of students' scientific literacy through learning activities using the AR-assisted e-magazine. The research employed a Research and Development (R&D) method using the ADDIE development model, which consists of Analysis, Design, Development, Implementation, and Evaluation stages. The study was conducted with eighth-grade students at SMP Negeri 5 Bangkalan. The research instruments included validation sheets, readability questionnaires, student response questionnaires, and scientific literacy test items. The results showed that the AR-assisted e-magazine on elements, compounds, and mixtures in the context of Kuah Adun was categorized as valid based on expert validation results. The readability assessment indicated a very good category, while students' responses to the use of the e-magazine were categorized as very high. The improvement of students' scientific literacy, as measured by the N-Gain score, was classified in the moderate category. These findings indicate that the AR-assisted e-magazine is feasible for use in science learning and has the potential to improve students' scientific literacy.