

Siti Ulfia, 2021. Pengembangan Multimedia Jenis-Jenis Pekerjaan Berbasis AR Untuk Kelas IV SDN Morombuh 1 Kwanyar Bangkalan. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Fachrur Rozie, S.Pd., M.Pd

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan pengembangan multimedia jenis-jenis pekerjaan berbasis *augmented reality*, (2) mengetahui keefektifan pengembangan multimedia jenis-jenis pekerjaan berbasis *augmented reality*, (3) mengetahui kemenarikan pengembangan multimedia jenis-jenis pekerjaan berbasis *augmented reality* untuk kelas IV. Penelitian pengembangan ini menggunakan model pengembangan Borg and Gall. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa presentase kevalidan rata-rata multimedia jenis-jenis pekerjaan berbasis *augmented reality* sebesar 75% dalam kategori valid. Keefektifan multimedia jenis-jenis pekerjaan berbasis *augmented reality* diukur dari observasi aktivitas guru sebesar 93% dalam kategori sangat efektif, observasi aktivitas siswa sebesar 88% dalam kategori sangat efektif dan presentase ketuntasan klasikal sebesar 100% dalam kategori tuntas sehingga dapat disimpulkan multimedia jenis-jenis pekerjaan berbasis *augmented reality* sangat efektif digunakan pada pembelajaran. Kemenarikan diukur dari presentase hasil angket respon siswa sebesar 95% dengan kategori sangat menarik. Berdasarkan hasil penelitian maka multimedia jenis-jenis pekerjaan berbasis *augmented reality* valid, efektif dan menarik digunakan pada tema 4 subtema 1 materi jenis-jenis pekerjaan kelas IV.

Kata kunci: Pengembangan multimedia, jenis-jenis pekerjaan, berbasis AR.

Siti Ulfia, 2021. Development of Multimedia Types of AR-Based Work for Class IV SDN Morombuh 1 Kwanyar Bangkalan. Thesis. Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Fachrur Rozie, S.Pd., M.Pd

ABSTRACT

The purposes of this development research are (1) to determine the validity of developing multimedia types of augmented reality-based jobs, (2) to determine the effectiveness of developing multimedia types of augmented reality-based jobs, (3) to find out the attractiveness of developing multimedia types of augmented reality-based jobs for class IV. This development research uses the Borg and Gall development model. Based on the results of the research conducted, the results showed that the percentage of the average validity of multimedia types of augmented reality-based work was 75% in the valid category. The effectiveness of multimedia types of augmented reality-based work is measured from observations of teacher activity by 93% in the very effective category, observation of student activities by 88% in the very effective category and the percentage of classical completeness by 100% in the complete category so that it can be concluded that multimedia types of work Augmented reality-based learning is very effective. Attractiveness is measured by the percentage of student response questionnaire results of 95% with a very interesting category. Based on the results of the research, the multimedia types of work based on augmented reality are valid, effective and interesting to use in theme 4 sub-theme 1 material types of work in class IV.

Keywords: Multimedia development, types of work, AR based.