

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN *AUGMENTED REALITY* BERBANTUAN *ASSEMBLR EDU* UNTUK MEMBELAJARKAN KONSEP RANGKA MANUSIA

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Tujuan penelitian ini adalah mengembangkan Media Pembelajaran *Augmented Reality* Berbantuan *Assemblr Edu* untuk Membelajarkan Konsep Rangka Manusia yang valid dan praktis. Penelitian ini dilakukan dengan metode penelitian *Research and Development* (R&D) dengan model Thiagarajan yang terdiri dari tiga tahapan yaitu pendefinisian, perencanaan, dan pengembangan. Penelitian ini dilaksanakan di SD Negeri 3 Margoyoso kelas V. Instrumen pengumpulan data menggunakan lembar angket ahli media dan ahli materi menggunakan analisis skor, sedangkan respon guru menggunakan analisis persentase. Hasil penelitian ini menunjukkan bahwa media pembelajaran berbasis *Augmented Reality* pada materi kerangka manusia dinyatakan layak dengan kriteria sangat valid dan sangat praktis. Media pembelajaran yang telah dikembangkan dinyatakan sangat valid dengan skor yang diperoleh dari ahli media sebesar 3,70 dan ahli materi sebesar 3,80. Hasil uji kepraktisan diperoleh dari persepsi guru sebesar 92% yang dinyatakan sangat praktis. Sehingga dapat disimpulkan bahwa media pembelajaran berbasis *Augmented Reality* pada materi kerangka manusia sangat valid dan praktis.

Kata Kunci: *augmented reality*, kerangka manusia, media pembelajaran

ABSTRACT

DEVELOPMENT OF *AUGMENTED REALITY* LEARNING MEDIA USED BY ASSEMBLR EDU FOR LEARNING HUMAN SKELETON CONCEPT

By

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The aim of this research is to determine the validity of the practicality of *Augmented Reality*-based learning media assisted by Assembler EDU on human skeleton material which describes the suitability of the media to improve students' understanding of the material. This research was carried out using the Research and Development (R&D) research method with the Thiagarajan model which consists of three stages, namely definition, planning and development. This research was carried out at SD Negeri 3 Margoyoso class V. Data collection instruments used media expert questionnaires and material experts used score analysis, while teacher responses used percentage analysis. The results of this research show that *Augmented Reality*-based learning media on human skeleton material is declared feasible with very valid and very practical criteria. The learning media that has been developed is declared very valid with a score obtained from media experts of 3.70 and material experts of 3.80. The practicality test results obtained from teacher perceptions were 92% which were stated to be very practical. So it can be concluded that *Augmented Reality*-based learning media on human skeleton material is very valid and practical.

Keywords: *augmented reality*, human skeleton, learning media