

## ABSTRAK

**Umam, Azmil.** 2024. *Pengembangan Media Interaktif Berbasis Augmented Reality (AR) Pada Topik Mengenal Organ Pernapasan Manusia Di Kelas V Sekolah Dasar.* **Tugas Akhir**, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Wiraraja, Pembimbing: (1) Tita Tanjung Sari, S.Pd., M.Pd, (2) Ach. Puniman, S.Pd.I., M.Pd.I

Penelitian ini bertujuan untuk: (1) untuk mengetahui bagaimana pengembangan media interaktif berbasis *augmented reality* (AR) pada topik mengenal organ pernapasan manusia di kelas V sekolah dasar, (2) untuk mengetahui bagaimana respon guru terhadap pengembangan media interaktif berbasis *augmented reality* (AR) pada topik mengenal organ pernapasan manusia di kelas V sekolah dasar, (3) untuk mengetahui bagaimana respon siswa terhadap pengembangan media interaktif berbasis *augmented reality* (AR) pada topik mengenal organ pernapasan manusia di kelas V sekolah dasar. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model pengembangn 4-D dari Thiagarajan yang terdiri dari *define, design, development, dessiminate*. Penelitian ini menggunakan tiga subjek, yaitu: (1) wali kelas V di SDN Pabian III, (2) uji coba terbatas sebanyak 8 dari 27 siswa kelas V SDN Pabian III, dan (3) Uji Coba bebas sebanyak 10 dari 27 siswa kelas V SDN Pabian III. Instrumen pengumpulan data yang digunakan yaitu (a) lembar validasi Media, (b) lembar validasi materi, (c) lembar respon guru, (d) lembar respon siswa. Hasil persentase kelayakan produk dari validator yakni validasi materi 90% dengan kategori “Sangat Baik” sedangkan validasi media 92,5% dengan kategori “Sangat Baik”. Respon guru yang didapat melalui angket menghasilkan penilaian respon dengan persentase 100% dengan kategori “Sangat Baik”. Respon siswa pada uji terbatas sebanyak 8 subjek siswa menghasilkan persentase respon 88% serta uji coba bebas terhadap 10 subjek siwa menghasilkan persentase respon 96% dengan kategori “Sangat Baik”.

**Kata kunci:** Augmented Reality (AR), Media Interaktif. Teknologi

## **ABSTRACT**

**Umam, Azmil.** 2024. *Development of Augmented Reality (AR) Based Interactive Media on the Topic of Understanding the Human Respiratory System in Grade V of Elementary School. Final Project, Elementary School Teacher Education Program, Faculty of Education and Teaching, Wiraraja University Advisors: (1) Tita Tanjung Sari, S.Pd., M.Pd, (2) Ach. Puniman, S.Pd.I, M.Pd.I*

*This research aims to: (1) understand how to develop augmented reality (AR) based interactive media on the topic of recognizing human respiratory organs in fifth grade elementary school, (2) determine teachers' responses to the development of AR-based interactive media on the topic of recognizing human respiratory organs in fifth grade elementary school, (3) determine students' responses to the development of AR-based interactive media on the topic of recognizing human respiratory organs in fifth grade elementary school. This research is a development study using Thiagarajan's 4-D development model, which consists of define, design, development, and disseminate. This study uses three subjects: (1) fifth-grade homeroom teacher at SDN Pabian III, (2) limited trial of 8 out of 27 fifth-grade students at SDN Pabian III, and (3) free trial of 10 out of 27 fifth-grade students at SDN Pabian III. Data collection instruments used were (a) Media validation sheet, (b) material validation sheet, (c) teacher response sheet, (d) student response sheet. The percentage results of product feasibility from validators are 90% for material validation with the category "Very Good" while media validation is 92.5% with the category "Very Good". Teacher responses obtained through questionnaires resulted in a response assessment with a percentage of 100% in the "Very Good" category. Student responses in the limited trial of 8 student subjects resulted in a response percentage of 88%, and the free trial of 10 student subjects resulted in a response percentage of 96% in the "Very Good" category.*

**Keywords:** *Augmented Reality (AR), Interactive Media. Technology*