

ABSTRAK

AISYAH RISTIA NASUTION. Pengembangan Media Pembelajaran *Augmented Reality* Berbasis Android Terhadap Hasil Belajar Tema 1 Kelas VI Di SDN 106162 Medan Estate. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2026.

Penelitian ini bertujuan untuk mengetahui kelayakan, kepraktisan dan keefektifan media pembelajaran *Augmented Reality* berbasis android. Selain itu, penelitian ini juga bertujuan untuk mengembangkan media pembelajaran *Augmented Reality* berbasis android di SD Negeri 106162 Medan Estate. Penelitian ini merupakan penelitian pengembangan (*Research and development*) dengan model 4-D. Tahap penelitian meliputi tahap pendefinisian (*define*), Tahap perancangan (*design*), tahap pengembangan (*development*), dan tahap penyebaran (*disseminate*). Teknik pengumpulan data yang digunakan adalah menggunakan angket, wawancara dan soal tes. Tempat penelitian dilakukan di SDN 106162 Medan Estate dengan subjek penelitian adalah siswa kelas VI-C. Hasil penilaian dari ahli materi terkait aspek materi dan penyajian materi serta bahasa memperoleh presentase nilai sebesar 87% dimana dapat dikatakan termasuk dalam kategori “Sangat Layak atau Sangat Valid”. Kemudian, hasil penilaian dari ahli media terkait aspek konten atau isi media, aspek penyajian atau tampilan media dan aspek bahasa yang digunakan memperoleh presentase 80 % yang dapat dikatakan sebagai kategori “Layak atau Valid”. Selain itu perolehan hasil ahli soal atau tes memperoleh presentase 88% yang dapat dikatakan “Sangat Layak”. Hasil uji kepraktisan oleh siswa kelas VI SDN 106162 Medan Estate terhadap media pembelajaran *Augmented Reality* berbasis *Android* terkait aspek materi, media dan bahasa memperoleh presentase nilai 89% yang dapat dikatakan termasuk dalam kategori “Sangat Praktis”. Berdasarkan rata-rata nilai hasil belajar siswa dapat diketahui bahwa media pembelajaran *Augmented Reality* berbasis *Android* efektif untuk digunakan siswa dalam proses pembelajaran. Hal ini dapat dilihat dari hasil belajar siswa sesudah belajar menggunakan media pembelajaran *Augmented Reality* berbasis *Android* tersebut. Hasil *pre-test* yang menunjukkan bahwa siswa memperoleh nilai rata-rata 33,13 dan nilai rata-rata *post-test* dengan rata-rata 87,5 serta hasil uji N-Gain memperoleh skor presentase 80,41 atau 80 dengan kategori efektif. Berdasarkan hasil tersebut media pembelajaran *Augmented Reality* berbasis *Android* efektif untuk digunakan dalam pembelajaran.

Kata Kunci : Media Pembelajaran, *Augmented Reality*, Hasil belajar

ABSTRACT

AISYAH RISTIA NASUTION. Development of Android-Based Augmented Reality Learning Media on Learning Outcomes of Theme 1 of Class VI at SDN 106162 Medan Estate. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This research aims to determine the feasibility, practicality, and effectiveness of Android-based Augmented Reality learning media. Furthermore, this research also aims to develop Android-based Augmented Reality learning media at SD Negeri 106162 Medan Estate. This research is a research and development (R&D) with 4D model. The research stages include the definition, design, development, and dissemination. The data techniques used were questionnaires, interviews, and test questions. The research location was at SDN 106162 Medan Estate with the research subjects being class VI-C students. The results of the assessment from material experts related to the material aspects and presentation of material and language obtained a percentage value of 87% which can be said to be included in the category of "Very Appropriate or Very Valid". Then, the results of the assessment from media experts related to the content or content of the media, the presentation or display aspect of the media and the language aspect used obtained a percentage of 80% which can be said to be in the category of "Appropriate or Valid". In addition, the results of the question or test expert obtained a percentage of 88% which can be said to be "Very Appropriate". The results of the practicality test by grade VI students of SDN 106162 Medan Estate on Android- based Augmented Reality learning media related to the material, media, and language aspects obtained a percentage value of 89% which can be said to be included in the category of "Very Practical". Based on the average value of student learning outcomes, it can be seen that Android- based Augmented Reality learning media is effective for students to use in the learning process. This can be seen from the students learning outcomes after learning using the Android- based Augmented Reality learning media . The pre-test results showed that students obtained an average score of 33.13 and an average post-test score of 87.5. The N-Gain test results obtained a percentage score of 80.41 or 80 with an effective category. Based on these results, the Android -based Augmented Reality learning media is effective for use in learning.

Keywords: Learning Media, *Augmented Reality*, Learning Outcomes