

ABSTRAK

CINDY AULIA APRIANTI. Pengembangan *E-Modul* Interaktif Berbasis *Augmented Reality* Pada Pembelajaran Pendidikan Pancasila Siswa Kelas IV SD. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan. 2026

Penelitian ini bertujuan untuk mengembangkan *e-modul* interaktif berbasis *Augmented Reality* pada materi “Identifikasi Keragaman Budaya di Lingkungan Sekitar” Unit 3 Membangun Jati Diri dalam pembelajaran Pendidikan Pancasila siswa kelas IV sekolah dasar. Penggunaan media pembelajaran dalam pembelajaran Pendidikan Pancasila masih cenderung konvensional, sementara *pengembangan e-modul* interaktif berbasis *Augmented Reality* pada tingkat sekolah dasar, khususnya pada materi keragaman budaya, masih terbatas dan belum banyak dikaji secara komprehensif dalam aspek validitas, praktikalitas, dan efektivitas. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahap, yaitu *Analysis*, *Design*, *Development*, *Implementation*, dan *Evaluation*. Penelitian dilaksanakan di SD Negeri 066435 Medan dengan subjek penelitian sebanyak 25 siswa kelas IV. Teknik analisis data yang digunakan adalah analisis data kualitatif dan kuantitatif. Hasil penelitian menunjukkan bahwa *e-modul* interaktif berbasis *Augmented Reality* yang dikembangkan termasuk dalam kategori sangat layak, praktis, dan efektif digunakan dalam pembelajaran. Hasil validasi ahli materi memperoleh persentase sebesar 94,5% dan ahli media sebesar 95,29% dengan kategori sangat layak, sedangkan hasil uji kepraktisan memperoleh persentase sebesar 92% yang menunjukkan bahwa *e-modul* sangat praktis digunakan. Selain itu, hasil uji efektivitas menunjukkan nilai N-Gain sebesar 75% yang termasuk dalam kategori tinggi. Dengan demikian, *e-modul* interaktif berbasis *Augmented Reality* efektif dalam meningkatkan pemahaman dan motivasi belajar siswa pada pembelajaran Pendidikan Pancasila serta dapat digunakan sebagai alternatif media pembelajaran inovatif di sekolah dasar.

Kata Kunci: *E-Modul*, *Augmented Reality*, Pendidikan Pancasila, ADDIE.

ABSTRACT

CINDY AULIA APRIANTI. Development of an Augmented Reality-Based Interactive E-Module in Pancasila Education for Fourth Grade Elementary School Students. Skripsi. Medan: Faculty of Education, State University of Medan. 2026.

This study aims to develop an Augmented Reality-based interactive e-module on the topic “Identifying Cultural Diversity in the Surrounding Environment” in Unit 3 Building Self-Identity for fourth grade elementary school students in Pancasila Education. The use of learning media in Pancasila Education learning still tends to be conventional, while the development of interactive e-modules based on Augmented Reality at the elementary school level, especially on cultural diversity material, is still limited and has not been studied comprehensively in terms of validity, practicality, and effectiveness. This study employed a Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The research was conducted at SD Negeri 066435 Medan, involving 25 fourth grade students as the research subjects. The data analysis techniques used were qualitative and quantitative analysis. The results of the study indicate that the developed Augmented Reality-based interactive e-module is categorized as highly valid, practical, and effective for use in learning. The validation results from material experts reached 94.5% and media experts reached 95.29%, both categorized as highly valid. The practicality test results obtained a percentage of 92%, indicating that the e-module is highly practical to use. In addition, the effectiveness test showed an N-Gain score of 75%, which falls into the high category. Therefore, the Augmented Reality-based interactive e-module is effective in improving students’ understanding and learning motivation in Pancasila Education and can be used as an innovative alternative learning media in elementary schools.

Keywords: E-Module, Augmented Reality, Pancasila Education, ADDIE