

ABSTRAK

Cika Faradila. NIM 3213111022. Pengembangan Media Pembelajaran *Boardgame* Berbantuan *Augmented Reality* (Ar) Untuk Meningkatkan Karakter Peduli Lingkungan Siswa SMP Negeri 27 Medan.

Penelitian ini bertujuan untuk mengetahui pengembangan, kelayakan serta kepraktisan media pembelajaran *Board Game* Berbantuan *Augmented Reality* (AR) untuk meningkatkan karakter peduli lingkungan siswa. Metode yang digunakan yaitu *Research And Development* (R&D) dengan prosedur pengembangan yang mengacu pada model ADDIE, terdiri dari lima tahap yaitu *Analisis, Design, Development, Implementation* dan *Evaluation*. Subjek penelitian yaitu siswa Kelas VII-10 SMP Negeri 27 Medan. Lokasi Penelitian terletak di Jalan Pancing Pasar IV No.2, Kenangan Baru, Kec. Percut Sei Tuan, Medan, Sumatera Utara. Teknik pengumpulan data menggunakan wawancara, dokumentasi dan angket. Teknik analisis data menggunakan uji kelayakan dan uji kepraktisan. Hasil penelitian menunjukkan bahwa media pembelajaran yang dikembangkan berupa *boardgame* berbantuan *Augmented Reality* (AR) telah dikembangkan melalui tahapan pengembangan model ADDIE. Berdasarkan hasil validasi, media dinyatakan dalam kategori sangat layak. Penilaian dari ahli materi terhadap aspek kelayakan isi, kebahasaan, dan teknis memperoleh skor total sebesar 73, dengan rata-rata 4,86 dan persentase kelayakan sebesar 97,33%. Penilaian dari ahli media yang mencakup aspek ilustrasi, tampilan visual, penggunaan media, dan kenyamanan memberikan skor total 92, dengan rata-rata 4,6 dan persentase sebesar 92%. Penilaian oleh ahli praktisi terhadap kejelasan visual, kemudahan penggunaan, estetika, dan kesesuaian dengan kebutuhan pengguna menunjukkan tingkat kepraktisan sebesar 82%. Selain itu, hasil uji coba kepada siswa menunjukkan tingkat kepraktisan sebesar 87,9%, yang juga termasuk dalam kategori Sangat Praktis. Berdasarkan hasil penelitian dapat disimpulkan bahwa media pembelajaran *boardgame* berbantuan *Augmented Reality* (AR) layak dan praktis digunakan dalam proses pembelajaran.

Kata Kunci: *Augmented reality, Boardgame, Karakter Peduli Lingkungan*



ABSTRACT

Cika Faradila. NIM 3213111022. Development of Augmented Reality (AR) Assisted Board Game Learning Media to Improve Environmental Care Character of Students of SMP Negeri 27 Medan.

This study aims to determine the development, feasibility and practicality of Augmented Reality (AR) Assisted Board Game learning media to improve students' environmental care character. The method used is Research And Development (R&D) with a development procedure referring to the ADDIE model, consisting of five stages, namely Analysis, Design, Development, Implementation and Evaluation. The subjects of the study were students of Class VII-10 of SMP Negeri 27 Medan. The research location is located at Jalan Pancing Pasar IV No.2, Kenangan Baru, Kec. Percut Sei Tuan, Medan, North Sumatra. Data collection techniques used interviews, documentation and questionnaires. Data analysis techniques used feasibility tests and practicality tests. The results of the study showed that the learning media developed in the form of Augmented Reality (AR) assisted board games had been developed through the development stages of the ADDIE model. Based on the validation results, the media is stated in the very feasible category. The assessment by material experts on the aspects of content, language, and technical feasibility obtained a total score of 73, with an average of 4.86 and a feasibility percentage of 97.33%. The assessment by media experts covering aspects of illustration, visual appearance, media use, and comfort gave a total score of 92, with an average of 4.6 and a percentage of 92%. The assessment by expert practitioners on visual clarity, ease of use, aesthetics, and suitability to user needs showed a practicality level of 82%. In addition, the results of the trial on students showed a practicality level of 87.9%, which is also included in the Very Practical category. Based on the results of the study, it can be concluded that the Augmented Reality (AR) assisted board game learning media is feasible and practical to use in the learning process.

Keywords: Augmented reality, Board game, Environmentally Caring Character

