

## ABSTRAK

**ASYFA U'QALBY. Pengembangan Media Pembelajaran Berbasis *Augmented Reality* (AR) Pada Pembelajaran IPAS Topik Pancaindra Kelas IV SDN 107400 Bandar Khalipah. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan. 2026.**

Penelitian ini bertujuan untuk menghasilkan produk berupa media pembelajaran yang valid, praktis dan efektif berbasis *Augmented Reality* (AR) pada pembelajaran IPAS topik pancaindra kelas IV SDN 107400 Bandar Khalipah. Penelitian ini disusun dengan bentuk penelitian dan pengembangan (R&D) dengan model ADDIE yang terdiri dari lima tahapan yaitu *analyze*/analisis, *design*/perancangan, *development*/pengembangan, *implementation*/implementasi, *evaluation*/evaluasi. Teknik pengumpulan data berupa angket (kuesioner), tes soal, dan wawancara. Subjek dalam penelitian ini adalah kelas IV SDN 107400 Bandar Khalipah dengan jumlah 20 orang siswa. Hasil penelitian yaitu 93% hasil validasi media dengan kategori sangat layak dan uji praktikalitas dengan nilai 90% dengan kategori sangat layak. Keefektivitas media diperoleh berdasarkan nilai *pre-test* dan *post-test* menggunakan rumus *N Gain* persen dengan perolehan hasil sebesar 70,13% dengan kategori cukup efektif. Berdasarkan data tersebut dapat disimpulkan bahwa penelitian dan pengembangan ini menghasilkan produk yang layak, praktis dan efektif untuk digunakan dalam proses pembelajaran.

**Kata kunci:** penelitian dan pengembangan, media pembelajaran, *Augmented Reality*, SD

## ABSTRACT

**ASYFA U'QALBY. Development of Augmented Reality (AR)-Based Learning Media for Science Education on the Topic of the Five Senses in Grade 4 at SDN 107400 Bandar Khalipah. Skripsi. Medan: Faculty of Education, State University of Medan. 2026.**

This study aims to produce a valid, practical, and effective learning medium based on Augmented Reality (AR) for teaching the topic of the five senses in the Integrated Science and Social Studies (IPAS) curriculum for fourth-grade students at SDN 107400 Bandar Khalipah. This study was designed as a research and development (R&D) project using the ADDIE model, which consists of five stages: analyze, design, development, implementation, and evaluation. Data collection techniques included questionnaires, tests, and interviews. The subjects of this study were the fourth-grade students of SDN 107400 Bandar Khalipah, totaling 20 students. The results of the study showed a 93% media validation rate, categorized as “highly suitable,” and a practicality test score of 90%, also categorized as “highly suitable.” The effectiveness of the media was determined based on pre-test and post-test scores using the N-Gain formula, yielding a result of 70.13% in the “fairly effective” category. Based on these data, it can be concluded that this research and development effort produced a product that is suitable, practical, and effective for use in the learning process.

**Keywords:** research and development, instructional media, Augmented Reality, elementary school