

ABSTRAK

MAULYDHA AZH-ZAHRA. Pengembangan FlashCard Interaktif Berbasis Augmented Reality (AR) Pada Mata Pelajaran Bahasa Inggris SDN 053981 Karang Sari. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026.

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar Bahasa Inggris siswa kelas V SDN 053981 Karang Sari yang disebabkan oleh penggunaan media pembelajaran yang masih konvensional dan kurang menarik. Penelitian ini bertujuan untuk mengembangkan media *FlashCard* interaktif berbasis *Augmented Reality* (AR) serta mengetahui tingkat validitas, praktikalitas, dan efektivitasnya dalam meningkatkan hasil belajar siswa. Jenis penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE yang meliputi tahap *analysis, design, development, implementation, dan evaluation*. Subjek penelitian adalah siswa kelas V SDN 053981 Karang Sari. Teknik pengumpulan data dilakukan melalui wawancara, angket, dan tes (*pre-test dan post-test*). Instrumen penelitian meliputi lembar validasi ahli materi dan ahli media, angket praktikalitas, serta soal tes hasil belajar. Hasil penelitian menunjukkan bahwa media *FlashCard* interaktif berbasis *Augmented Reality* (AR) memiliki tingkat validitas sangat layak berdasarkan penilaian ahli materi memperoleh 92,5% dan ahli media 96,47%. Tingkat praktikalitas menunjukkan kategori sangat praktis berdasarkan hasil praktisi pendidikan sebesar 92% dan respon siswa sebesar 96,42%. Selain itu, hasil uji efektivitas menunjukkan adanya peningkatan hasil belajar siswa yang signifikan berdasarkan nilai *N-Gain* sebesar 72% dengan kategori sedang hingga tinggi. Dengan demikian, media *FlashCard* interaktif berbasis *Augmented Reality* (AR) dinyatakan valid, praktis, dan efektif digunakan sebagai media pembelajaran Bahasa Inggris untuk meningkatkan hasil belajar siswa Sekolah Dasar.

Kata Kunci: *FlashCard, Augmented Reality, media pembelajaran, Bahasa Inggris.*

ABSTRACT

MAULYDHA AZH-ZAHRA. Development of Interactive FlashCard Based on Augmented Reality (AR) in English Subject at SDN 053981 Karang Sari. Undergraduate Thesis. Medan: Faculty of Education, State University of Medan, 2026.

This study is motivated by the low English learning outcomes of fifth-grade students at SDN 053981 Karang Sari, which are caused by the use of conventional and less engaging learning media. This study aims to develop an interactive FlashCard learning media based on Augmented Reality (AR) and to determine its level of validity, practicality, and effectiveness in improving students' learning outcomes. This research employs a Research and Development (R&D) method using the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. The subjects of this study were fifth-grade students of SDN 053981 Karang Sari. Data collection techniques included interviews, questionnaires, and tests (pre-test and post-test). The research instruments consisted of validation sheets from material experts and media experts, practicality questionnaires, and learning outcome test items. The results of the study indicate that the interactive FlashCard media based on Augmented Reality (AR) has a very high level of validity, with a score of 92.5% from material experts and 96.47% from media experts. The practicality level is categorized as very practical, based on the results from education practitioners at 92% and student responses at 96.42%. Furthermore, the effectiveness test shows a significant improvement in student learning outcomes, with an N-Gain score of 72%, which falls into the medium to high category. Therefore, the Augmented Reality (AR)-based interactive FlashCard media is considered valid, practical, and effective to be used as an innovative English learning medium to improve elementary school students' learning outcomes.

Keywords : FlashCard, Augmented Reality, Learning media, English Learning.