ABSTRAK

ANANDA TAMPUBOLON. Pengembangan Flashcard Augmented Reality (AR) Berbantuan Assambler Edu Pada Pengenalan Alat Musik Ritmis Dan Melodis Di SDN 104202 Bandar Setia. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan. 2026.

Penelitian ini dilatarbelakangi oleh minimnya pengunaan media pembelajaran yang inovatif dan pemanfaatan teknologi pada pembelajaran seni musik disekolah dasar sehingga peserta didik mengalami kesulitan memahami materi alat musik ritmis dan melodis. Penelitian ini bertujuan untuk untuk mengembangkan media Flashcard Augmented Reality(AR) berbantuan Assambler Eduyang valid, praktis, dan efektif. Penelitian menggunakan metode Research and Development(R&D) dengan model ADDIE yang meliputi tahap Analysis, Design, Development, Implementation,dan Evaluation.Subjek pada penelitian ini ialah seluruh peserta didik kelas V SDN 104202 Bandar Setia. Data dikumpulkan melalui wawancara, angket, dan tes hasil belajar. Hasil penelitian menunjukkan bahwa Flashcard Augmented Reality(AR) berbantuan Assambler Eduyang dikembangkan memperoleh validitas sebesar 84% dari ahli materi dan 90% dari ahli media dengan kategori valid. Uji praktikalitas memperoleh persentase 95,7% dengan kategori sangat praktis. Uji efektivitas menunjukkan peningkatan nilai rata-rata peserta didik dari 46,65 menjadi 84,56 dengan nilai N-Gainsebesar 0,72 pada kategori tinggi. Dengan demikian, Flashcard Augmented Reality (AR) berbantuan Assambler Edu dinyatakan valid, praktis, dan efektif digunakan dalam pembelajaran alat musik ritmis dan melodis di sekolah dasar

Kata Kunci: *Flashcard, Augmented Reality, Assambler Edu*, Alat Musik Ritmis dan Melodis

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ABSTRACT

ANANDA TAMPUBOLON. Development Of Augmented Reality (AR) Flashcards Assisted By Assembler Edu For Introducing Rhytmic And Melodic Muscial Instruments At Elementary School 104202 Bandar Setia. Skripsi. Medan: Faculty of Education, State University of Medan. 2026.

This study was motivated by limited use innovative learning media and technology integration in music education at the elementary school level, which caused students to experience difficulties in understanding rhythmic and melodic musical instruments. The study aimed to develop an Augmented Reality (AR)-based Flashcard learning media assited by AssamblerEdu that is valid, practical, and effective. This research employed the Research and Development (R&D) method using the ADDIE model, which consist the five stages: Analysis, Design, Development, Implementation, and Evaluation. The subjects of thisstudy were All Fifth-grade students of SDN 104202 Bandar Setia. Data were collected through interviews, questionnaires, and learning achievement tests. The results showed that the developed media achieved validity scores of 84% from material expert and 90%from the media expert, both categorized as highly valid. The practicality test yielded a score of 95,7%, indicating a highly practical category. The effectiveness test demonstrated an improvement in students average score from 46.65 on the pre-test to 84.56 on the post-test, with an N-Gain score of 0.72, categorized as high. Therefore, the Augmented Reality (AR)-based Flashcard assited by Assambler Edu was found to be valid, practical, and effective for teaching rhythmic and melodic musical instruments in elementary school.

Keywords: Flashcard, Augmented Reality, Assambler Edu, Rythmic And Melodic Musical Instruments.

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