

ABSTRAK

Shinta Agustina, *Pengembangan Media Interaktif Flash Card Augmented Reality Mataeri Tata Surya Pada Mata Pelajaran IPAS Kelas VI SDN Jiwan 01.* 2025. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun, Pembimbing (I) Dr. Nur Samsiyah, S.Pd.SD.,M.Pd. (II) Apri Kartikasari HS., S.Pd., M.Pd.

Penelitian ini bertujuan untuk mengembangkan media interaktif berupa *flash card Augmented Reality* (AR) pada materi Tata Surya untuk pembelajaran IPAS kelas VI SD, serta mengetahui kelayakan media tersebut sebagai sarana pendukung pembelajaran. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan ADDIE yang terdiri dari tahapan: Analisis, Desain, Pengembangan, Implementasi, dan Evaluasi. Pelaksanaan pengembangan dilakukan di SDN Jiwan 01 Kabupaten Madiun dengan subjek penelitian sebanyak 20 siswa kelas VI dan satu orang guru. Instrumen pengumpulan data meliputi observasi, wawancara, dokumentasi, serta angket validasi ahli dan angket respon guru dan siswa. Hasil penelitian menunjukkan bahwa media *flash card augmented reality* layak digunakan dalam pembelajaran. Hal ini ditunjukkan dari hasil validasi ahli materi sebesar 95%, validasi ahli media sebesar 90%, respon guru sebesar 98%, dan respon siswa sebesar 96%, yang seluruhnya termasuk dalam kategori "sangat layak". Media ini dikatakan layak dan praktis untuk digunakan dalam pembelajaran IPAS pada materi Tata Surya.

Kata kunci: Media Pembelajaran, *Flash Card Augmented Reality*, IPAS, ADDIE

ABSTRACT

Shinta Agustina, 2025. Development of Interactive Media Flash Card Augmented Reality Solar System Subject in Science Subject of Grade VI SDN Jiwan 01. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, UNIVERSITAS PGRI MADIUN, Advisor: Dr. Nur Samsiyah, S.Pd.SD.,M.Pd. Co-Advisor: Apri Kartikasari HS., S.Pd., M.Pd.

Key Terms: Learning media, Flash Card Augmented Reality, IPAS, ADDIE

This study aims to develop interactive media in the form of Augmented Reality (AR) flash cards on the Solar System material for sixth grade elementary school science learning, and to determine the feasibility of the media as a learning support tool. This study uses the Research and Development (R&D) method with the ADDIE development model consisting of the following stages: Analysis, Design, Development, Implementation, and Evaluation. The development was carried out at SDN Jiwan 01, Madiun Regency with research subjects of 20 sixth grade students and one teacher. Data collection instruments include observation, interviews, documentation, expert validation questionnaires and teacher and student response questionnaires. The results of the study indicate that the augmented reality flash card media is suitable for use in learning. This is indicated by the results of material expert validation of 95%, media expert validation of 90%, teacher responses of 98%, and student responses of 96%, all of which are included in the "very suitable" category. This media is said to be suitable and practical for use in science learning on the Solar System material.