

ABSTRAK

Syerilla Intan Narisa Ratih, *Pengembangan Media Pembelajaran Flash Card Berbasis AR untuk Meningkatkan Minat Belajar Materi Teks Deskripsi pada Mata Pelajaran Bahasa Indonesia Kelas V SD*. 2026. 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 H. S., S.Pd., M.Pd

Penelitian ini bertujuan untuk mengembangkan media pembelajaran *Flash Card* berbasis AR pada materi teks deskripsi serta mengetahui kelayakannya sebagai media pembelajaran Bahasa Indonesia kelas V SD. Penelitian ini menggunakan metode *Research and Development (R&D)* dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Penelitian dilaksanakan di SDN Teguhan 3 dengan subjek penelitian sebanyak 12 siswa kelas V dan satu orang guru. Instrumen pengumpulan data meliputi observasi, wawancara, dokumentasi, angket validasi ahli, serta angket respons guru dan siswa. Hasil penelitian menunjukkan bahwa media pembelajaran *Flash Card* berbasis AR dinyatakan layak digunakan dalam pembelajaran. Hal ini ditunjukkan oleh hasil validasi ahli media sebesar 87,5%, ahli materi sebesar 97,5%, dan ahli bahasa sebesar 97,5% dengan kategori sangat valid. Respons guru sebesar 98% dan respons siswa sebesar 97% juga menunjukkan kategori sangat baik. Dengan demikian, media pembelajaran *Flash Card* berbasis AR layak dan praktis digunakan untuk meningkatkan minat belajar siswa pada materi teks deskripsi kelas V sekolah dasar.

Kata Kunci: Media Pembelajaran; *Flash Card* berbasis *Augmented Reality*; Bahasa Indonesia; ADDIE

ABSTRACT

Syerilla Intan Narisa Ratih. 2025. Development of (AR)-Based *Flash Card* Learning Media to Increase Interest in Learning Descriptive Text Material in Indonesian Language Subjects for Grade V Elementary School. 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 H. S., S.Pd., M.Pd.

This study aimed to develop *Flash Card* learning media based on AR for descriptive text materials and to determine its feasibility as a learning medium for fifth-grade elementary school students. This study employed the Research and Development (R&D) method using the ADDIE model, which consists of five stages: Analysis, Design, Development, Implementation, and Evaluation. The research was conducted at SDN Teguhan 3 with 12 fifth-grade students and one classroom teacher as the research subjects. Data were collected through observation, interviews, documentation, expert validation questionnaires, and teacher and student response questionnaires. The results showed that the *Flash Card* learning media based on AR was feasible for use in learning activities. The media obtained validation scores of 87,5% from the media expert, 97,5% from the material expert, and 97.5% from the language expert, all categorized as very valid. Teacher responses reached 98%, while student responses reached 97%, both categorized as very good. Therefore, the *Flash Card* learning media based on AR is considered feasible and practical for improving students' learning interest in descriptive text materials in fifth-grade elementary school.

Keywords: Learning media; *Augmented Reality* based *Flash Card*; Indonesian Language; ADDIE