ABSTRAK

Novia Karisma Putri. 2026. *Pengembangan Deep Learning Modul Digital Berbasis Augmented Reality Pada Pelajaran Ipas Materi Sistem Pencernaan Manusia Kelas 5 Sekolah Dasar.* Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Ivayuni Listiani, S.Pd.,M.Pd. dan Pembimbing (II) Dr. Fauzatul Ma'rufah R.,M.Pd.

Penelitian ini bertujuan untuk mengembangkan Deep Learning Modul Digital berbasis Augmented Reality pada materi sistem pencernaan manusia kelas V Sekolah Dasar. Penelitian ini menggunakan metode Research and Development (R&D) dengan model pengembangan 4D yang meliputi tahap *define*, *design*, *develop*, dan *disseminate*, namun pelaksanaannya dibatasi hingga tahap *develop*. Produk yang dikembangkan berupa Deep Learning Modul Digital berbentuk *flipbook* yang terintegrasi dengan Augmented Reality untuk memvisualisasikan organ pencernaan manusia dalam bentuk tiga dimensi. Kelayakan produk dinilai melalui validasi ahli materi, ahli bahasa, dan ahli media serta uji coba terbatas pada skala kecil, skala menengah, dan skala besar. Hasil validasi menunjukkan persentase sebesar 92% dari ahli materi, 96% dari ahli bahasa, dan 83% dari ahli media dengan kategori sangat valid. Hasil uji coba terbatas menunjukkan respons peserta didik sebesar 61% pada skala kecil, 79% pada skala menengah, dan 91% pada skala besar. Respons guru pada uji coba skala besar memperoleh persentase sebesar 90% dengan kategori sangat baik. Berdasarkan hasil penelitian, Deep Learning Modul Digital berbasis Augmented Reality dinyatakan sangat valid dan layak digunakan sebagai bahan ajar pendukung pembelajaran pada materi sistem pencernaan manusia kelas V Sekolah Dasar.

Kata Kunci: Deep Learning Modul Digital, Augmented Reality, Sistem Pencernaan Manusia, Sekolah Dasar.

ABSTRACT

Novia Karisma Putri. 2026. *Development of Deep Learning Digital Module Based on Augmented Reality in Science Lessons on Human Digestive System Material for Grade 5 Elementary School*. Thesis. Elementary School Teacher Education Study Program, FKIP, Universitas PGRI Madiun. Supervisor (I) Dr. Ivayuni Listiani, S.Pd.,M.Pd. and Supervisor (II) Dr. Fauzatul Ma'rufah R.,M.Pd.

This study aimed to develop an Augmented Reality-Based Deep Learning Digital Module for the human digestive system topic in fifth-grade elementary school. The study employed the Research and Development (R&D) method using the 4D development model, which consists of the *define*, *design*, *develop*, and *disseminate* stages; however, the implementation was limited to the *develop* stage. The product developed was a flipbook-based Deep Learning Digital Module integrated with Augmented Reality to visualize the human digestive organs in three-dimensional form. The product feasibility was evaluated through validation by material, language, and media experts, followed by limited trials conducted on small-, medium-, and large-scale groups. The validation results showed scores of 92% from the material expert, 96% from the language expert, and 83% from the media expert, all categorized as highly valid. The limited trials showed student response rates of 61% in the small-scale trial, 79% in the medium-scale trial, and 91% in the large-scale trial. In addition, the teacher response in the large-scale trial reached 90%, which was categorized as very good. Based on these findings, the Augmented Reality-Based Deep Learning Digital Module was considered highly valid and feasible for use as a supplementary learning material for teaching the human digestive system in fifth-grade elementary school.

Keywords: Deep Learning Digital Module, Augmented Reality, Human Digestive System, Elementary School.