

ABSTRAK

“PENGEMBANGAN MEDIA *AUGMENTED REALITY* BERBASIS *ASSEMBLR EDU* MATERI BAGIAN MATA DAN FUNGSINYA UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK KELAS V SD”

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Penelitian ini dilatar belakangi oleh rendahnya hasil belajar kognitif peserta didik karena bagian mata yang bersifat abstrak, serta belum dikembangkan media digital interaktif *augmented reality*. Penelitian ini bertujuan untuk mengembangkan media *augmented reality* berbasis *Assemblr Edu* materi “bagian mata dan fungsinya” dalam rangka meningkatkan hasil belajar kognitif peserta didik kelas V SD.

Jenis penelitian ini adalah R&D menggunakan lima tahapan model ADDIE: *Analysis, Design, Development, Implementation, dan Evaluation*. Subjek dalam penelitian ini adalah 20 peserta didik kelas V SD Kanisius Notoyudan Yogyakarta Tahun Ajaran 2025/2026. Pengumpulan data dilakukan melalui wawancara, penyebaran angket, dan tes. Teknik analisis data menggunakan *mixed method* kuantitatif-kualitatif.

Hasil penelitian menunjukan; 1) Pengembangan media dilakukan menggunakan lima tahapan model ADDIE: *Analysis, Design, Development, Implementation, dan Evaluation*; 2) Kualitas media berdasarkan hasil validasi dari dosen (ahli media) sebesar 4,8 (96%) menjadikan “media layak digunakan tanpa revisi”. Validasi materi sekaligus soal yang dilakukan oleh dua guru kelas V menunjukkan “materi layak digunakan tanpa revisi” dan “soal layak digunakan dengan revisi sedikit/kecil”. Adapun penilaian dari sisi materi, validator I memberikan skor 4,7 (94%) dan validator II sebesar 4,5 (90%). Sementara itu, penilaian validasi soal dari validator I memperoleh skor 8 (80%) dan validator II memperoleh skor 7,9 (79%); 3) Media yang dikembangkan juga memberikan dampak terhadap peningkatan hasil belajar, terlihat dari kenaikan nilai rata-rata *pre-test* dan *post-test* peserta didik dari 62 menjadi 84,75. Analisis skor *N-Gain* sebesar 0,57 menempatkan efektivitas media pada kategori "Sedang". Dengan demikian, dapat disimpulkan media *augmented reality* berbasis *Assemblr Edu* materi “Bagian Mata dan Fungsinya” yang dikembangkan melalui model ADDIE dinilai sangat layak dan cukup efektif untuk meningkatkan hasil belajar kognitif peserta didik kelas V SD Kanisius Notoyudan Yogyakarta Tahun Ajaran 2025/2026.

Kata kunci: *augmented reality, Assemblr Edu, hasil belajar*

ABSTRACT

"DEVELOPMENT OF AUGMENTED REALITY MEDIA BASED ON ASSEMBLR EDU MATERIALS ON PARTS OF THE EYE AND THEIR FUNCTIONS TO IMPROVE THE LEARNING OUTCOMES OF GRADE V ELEMENTARY SCHOOL STUDENTS"

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This research was motivated by the low cognitive learning outcomes of students due to the abstract nature of the eye, as well as the lack of development of interactive digital augmented reality media. This study aims to develop Assemblr Edu-based augmented reality media for the topic "Eye Parts and Their Functions" to improve the cognitive learning outcomes of fifth-grade elementary school students.

This research is R&D using the five-stage ADDIE model: Analysis, Design, Development, Implementation, and Evaluation. The subjects were 20 fifth-grade students at Kanisius Notoyudan Elementary School, Yogyakarta, in the 2025/2026 academic year. Data collection was conducted through interviews, questionnaires, and tests. Data analysis used a mixed quantitative-qualitative method.

The results showed: 1) Media development was carried out using the five-stage ADDIE model: Analysis, Design, Development, Implementation, and Evaluation; 2) Media quality, based on validation results from lecturers (media experts), was 4.8 (96%), making it "suitable for use without revision." Validation of the material and questions conducted by two fifth-grade teachers showed that the material was suitable for use without revision and the questions were suitable for use with minor revision. Validator I gave a score of 4.7 (94%) and Validator II a score of 4.5 (90%). Meanwhile, Validator I gave a score of 8 (80%) and Validator II a score of 7.9 (79%). 3) The developed media also had an impact on improving learning outcomes, as seen from the increase in the average pre-test and post-test scores of students from 62 to 84.75. An N-Gain score analysis of 0.57 placed the media's effectiveness in the "Moderate" category. Therefore, it can be concluded that the Assemblr Edu-based augmented reality media for the "Parts of the Eye and Their Functions" material developed through the ADDIE model is considered very suitable and quite effective in improving the cognitive learning outcomes of fifth-grade students at Kanisius Notoyudan Elementary School, Yogyakarta, in the 2025/2026 academic year.

Keywords: *augmented reality, Assemblr Edu, learning outcomes*