

## ABSTRAK

**Mega Cahya Pratiwi (NIM. 1300662). Pengembangan Media Pembelajaran *Augmented Reality Pocket Book* pada Materi Bangun Ruang Sisi Datar (Studi Pengembangan Media Pembelajaran Berdasarkan Metode *Design and Development*).**

**Skripsi** Departemen Kurikulum dan Teknologi Pendidikan, Fakultas Ilmu Pendidikan, Universitas Pendidikan Indonesia. 2017.

Penelitian ini membahas mengenai desain dan pengembangan media pembelajaran *Augmented Reality Pocket Book* pada materi Bangun Ruang Sisi Datar, mata pelajaran Matematika kelas VIII semester genap. Tujuannya adalah untuk merancang dan mengembangkan media pembelajaran *Augmented Reality Pocket Book* pada materi Bangun Ruang Sisi Datar. Rumusan masalah yang mendasari penelitian ini adalah menemukan desain media pembelajaran *Augmented Reality Pocket Book* yang dapat diterapkan pada materi Bangun Ruang Sisi Datar, mengembangkan media pembelajaran, serta mengumpulkan tanggapan dari para ahli dan para pengguna mengenai media tersebut. Menggunakan metode penelitian *Design and Development* dan model pengembangan ADDIE. Pengumpulan data dilakukan menggunakan teknik triangulasi yang meliputi angket, wawancara, dan observasi. Analisis data menggunakan reduksi data, penyajian data, dan penarikan kesimpulan. Melalui serangkaian prosedur penelitian tersebut, dihasilkan sebuah desain media pembelajaran *Augmented Reality Pocket Book* yang dapat diterapkan pada materi Bangun Ruang Sisi Datar beserta produk hasil pengembangannya yang telah diberi ulasan oleh para ahli dan para pengguna. Ulasan dan tanggapan dikelompokkan kedalam tiga aspek yaitu kualitas isi/materi, kualitas desain, dan kebergunaan. Didapati bahwa para ahli (ahli materi dan ahli media) memberikan penilaian “baik” terhadap media pembelajaran *Augmented Reality Pocket Book*. Sedangkan para pengguna (guru dan siswa) memberikan penilaian “sangat baik”. Para ahli dan para pengguna pun memberikan tanggapan berupa saran untuk dijadikan bahan evaluasi terhadap desain dan pengembangan media pembelajaran ini.

**Kata Kunci:** Media Pembelajaran, *Augmented Reality* (AR), Buku Saku, Matematika.

Mega Cahya Pratiwi, 2017

**PENGEMBANGAN MEDIA PEMBELAJARAN AUGMENTED REALITY POCKET BOOK (ARPOOK) PADA MATERI BANGUN RUANG SISI DATAR**

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

## ABSTRACT

***Mega Cahya Pratiwi (NIM. 1300662). Learning Media Development of Augmented Reality Pocket Book (ARPOOK) on Flat Side Geometric Content (Study of Learning Media Development Based on Design and Development Method).***

*Thesis Departement of Curriculum and Educational Technology, Faculty of Educational Science, Indonesia University of Education. 2017*

*This research is about the design and development of Augmented Reality Pocket Book learning media on Flat Side Geometric content, Mathematic subject for eight grade in second semester. The purpose is for designing and developing the Augmented Reality Pocket Book learning media on Flat Side Geometric content. The basic problems formulation of this research is to find the design for Augmented Reality Pocket Book learning media that can be applied on Flat Side Geometric content then developing it and collecting response from experts and users about that media. This research used a Design and Development research method with ADDIE development model. The data were collected by triangulation technique, such as questionnaire, interview, and observation. Those data were analyzed by data reduction, data display, and conclusion drawing. Through a series of research procedure, a design of Augmented Reality Pocket Book learning media were built that it can be applied on the Flat Side Geometric content along with product that has been reviewed by experts and users. The reviews and responses were grouped into three aspects, including the quality of content, design, and usability. Turns out that the experts (subject matter expert and media expert) giving a “good” responses for the Augmented Reality Pocket Book learning media. Mean while the users (teachers and students) giving a “very good” responses for this learning media. The experts and users also giving a responses such as a suggestion to be evaluated about the design and development of this learning media.*

***Keywords:*** *Learning Media, Augmented Reality (AR), Pocket Book, Mathematics.*