



Practical Guidebook Development With Learning By Doing Approach Technology Assisted Augmented Reality To Support Child Friendly School Programs in Elementary Schools

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Abstract

This research aims to develop and test the effectiveness of practical guidebook media with an approach learning by doing technology-assisted augmented reality to support child-friendly school programmes in primary schools. The research was conducted at SDN Cipinang Besar Selatan 08 Pagi, for students in grade 5 of elementary school, involving needs analysis, product development, as well as validity and feasibility tests. The study covers five stages of product development; analysis, design, development, implementation and evaluation. Stages of analysis include school observation, searching for literature, and practical guidebook references to get an overview of the ideal guidebook form. Product design includes arranging the structure of the book, creating illustrations according to the material, converting the narrative into audio, creating augmented reality and combines with audio. The final product is a practical guidebook with an approach learning by doing technology-assisted augmented reality. This product was then validated by media, material and language experts with an average validity score of 91.8%. The feasibility test was carried out in a small class with an average result of 84.1%, showing the category to be very feasible. The results of the implementation showed improved understanding of learners in child-friendly school programmes, as evidenced by the results of pretest and post-test significant (71 to 82.5; sig 0.00 < 0.05). Based on the results of interviews, the response of two teachers to this media was also positive, showing that this guidebook is easy to use and can support the implementation of child-friendly school programs. Recommendations from this research include ongoing training for teachers in using media with an approach learning by doing as well as digital media, especially based on augmented reality. This research shows that the use of practical guidebooks with an approach learning by doing technology-assisted augmented reality can support the implementation of child-friendly school





programs in elementary schools. It is hoped that the results of this research will serve as a basis for the development of more adaptive and effective teaching media in the future.

Keywords: practical handbook, child friendly school, learning by doing, augmented reality, R&D

