

ABSTRACT

AFRENA MARYANI (2023), Development of Augmented Reality (AR) Interactive Media in Mathematics Subject to Enhance the Learning Interest of Fourth-Grade Students in the Merdeka Curriculum, Thesis, Primary School Teacher Education Study Program, Faculty of Educational Sciences (FIP), Hamzanwadi University.

This research aims to develop an interactive media *Augmentend Reality (AR)* on mathematical subjects to increase the interest of students of the fourth grade in learning independent curricula with ADDIE research design consisting of 5 steps (1) *Analysis*, (2) *Design* (3) *Development* (4) *Implementation* (5) *Evaluation*. The study was conducted on students of the fourth grade with a total of 31 students. This research and development instrument uses expert validation sheets, and elevates student response. The results of the validation test are in the scale of $51 < X \leq 63$ with the category "Baik" so they are validated. The media validation tests with the number of 54 scores is in the range of $51 < X \leq 63$ with a category "Baik" so it is valid. The result of the elevation of the student's response to the practicality and effectiveness of the developed module obtained a score of 1.618 with an average of 52.19 and it is within the scope of the score $51 < x \leq 63$, with the Category "Baik", so it was said to be practical and effective. It can be concluded that the development of interactive media *Augmentend Reality (AR)* on mathematical subjects to enhance the learning interest of students of the fourth grade on the independent curriculum on material beams and cubes entered into the category valid, practical and effective used as educational media in learning activities.

Kata Kunci: Media Interaktif, *Augmentend Reality (AR)* pada kurikulum merdeka, Peserta didik di Sekolah Dasar

