

Developing Augmented Reality Textbook for Learning Graded Reading to Accelerate English Proficiency of SMP Students

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ABSTRACT

This research aimed at developing further a textbook for learning leveled or graded reading which was initiated between 2016 and 2017. The focus of this research was to further design and develop animation media that would enrich the textbook using an augmented reality technology.

This study is research and development following a set of procedures in developing learning materials and media proposed by Jolithe and Matsuhara, including designing the product, validating by expert, revising the draft, administering empirical validation and finalizing the product. The data were in quantitative and qualitative. The quantitative data were collected through questionnaires in needs analysis survey and evaluation by users who were considered expert in teaching reading and evaluation by students in the field testing or empirical validation. The qualitative data were gained from doing focus group discussion in expert validation and in a qualitative question posted in the questionnaire addressed to the students in the field testing stage. Observation and field notes were also used during the field testing along with a focus group discussion done right after the class. The findings showed that both the expert validation done by two teachers from two different schools and the field testing resulted in the same fact that the product developed was considered very good, obtaining mean scores of 3.85 and 3.575 from the teachers and 3.57 from 56 students in the two involved schools during the field testing. Suggestion was gathered dealing with the provision of answer key using barcode and the addition of materials in describing people as well as the improvement in the layout. It is shown that the product well matched with the students' needs and is appropriate for use.

Kata Kunci: *textbook, augmented reality, animation media, SMP, levelled reading*