

TABLE OF CONTENTS

COVER.....	ii
ADVISOR’S APPROVAL SHEET	iii
BOARD OF THE THESIS EXAMINER’S APPROVAL SHEET.....	iv
LETTER OF PUBLICATION	v
MOTTO.....	vi
DECLARATION OF AUTORSHIP	vii
DEDICATION	viii
ABSTRACT	ix
ABSTRAK.....	x
ACKNOWLEDGEMENTS	xi
TABLE OF CONTENTS	xii
LIST OF TABLES.....	xiv
LIST OF IMAGE	xvi
LIST OF APPENDICES	xvii
CHAPTER I INTRODUCTION	1
A. Background of the Research	1
B. Statement of Research Problem.....	4
C. Objective of the Research.....	4
D. The Specification of The Product	4
E. Significance of The Research.....	5

F. Scope and Limitation of the Research	6
G. Definition of the Key Terms.....	6
CHAPTER II LITERATURE REVIEW.....	8
A. Learning Media	8
B. Augmented Reality (AR)	12
C. Relevant Research.....	15
CHAPTER III RESEARCH METHODS.....	19
A. Research and Development Model	19
B. Research and Development Procedures	19
C. Product Trial.....	22
CHAPTER IV RESEARCH FINDING	31
A. AR-based English Learning Development Model	31
B. Description of Learning Media Design Using AR in English Learning Subjects	50
C. Results of Student Perceptions of the Use of AR as Learning Media.....	51
CHAPTER V DISCUSSION	54
A. Use of Augmented Reality Media for Learning Activities	54
B. Advantages and Disadvantages of Augmented Reality Learning Media.....	55
C. Benefits of Using AR Media for English Subject.....	56
CHAPTER VI CONCLUSION & SUGGESTION	57
A. Conclusion.....	57
B. Suggestion	58
REFERENCES	59
APPENDICES	62

LIST OF TABLES

Table 3.1 Teacher Interview Guidelines	24
Table 3.2 Needs Analysis Questionnaire Grid	25
Table 3.3 Material Expert Validation Instrument Grid	26
Table 3.4 Media Expert Validation Instrument Grid.....	27
Table 3.5 Teacher Response Questionnaire Instrument Grid.....	27
Table 3.6 Grids of Student Response Questionnaire Instruments	28
Table 3.7 Likert Scale Score.....	29
Table 3.8 Likert Scale Score.....	29
Table 3.9 Criteria for Student Needs Analysis, Validation and Teacher and Student Response Questionnaires	30
Table 4.1 Results of Needs Analysis and Student Characteristics	32
Table 4.2 Instructional Objective Results.....	33
Table 4.3 Software and Hardware Minimums.....	34
Table 4.4 Analysis of Learning Outcomes and Learning Objectives.....	34
Table 4.5 Storyboard Design.....	36
Table 4.6 Material Validation Results.....	38
Table 4.7 Revised Results of Material Validation.....	39
Table 4.8 Instrument Validation Results	39

Table 4.9 Revised Results of Media Validation Instruments and Student and Teacher

Response Questionnaires	40
-------------------------------	----

Table 4.10 Media Validation Results	43
--	----

Table 4.11 Results of Teacher Response Questionnaire	46
---	----

Table 4.12 Student Response Questionnaire Results	48
--	----

Table 4.13 Summary of Student Response Results	52
---	----

LIST OF IMAGE

Image 4.1 Learning Media Flowchart.....	36
Image 4.2 Object Marker Creation View in Vuforia.....	41
Image 4.3 Display When Inputting the Target Image	42
Image 4.4 Display When Inserting a 3D Image	42
Image 4.5 Display During Build of AR Application Media.....	42
Image 4.6 Before Revision Content	44
Image 4.7 After Revision Content.....	44
Image 4.8 Before Revision App View.....	45
Image 4.9 After Revision App View	45

LIST OF APPENDICES

Appendix 1 Augmented Reality Development Blueprint.....	63
Appendix 2 Teacher Interview Guideline	66
Appendix 3 This is My World Teaching Module for Grade VII	67
Appendix 4 Student Needs Analysis Questionnaire.....	71
Appendix 5 Material Expert Validation Questionnaire.....	73
Appendix 6 Media Expert Validation Questionnaire	76
Appendix 7 Teacher Response Questionnaire.....	78
Appendix 8 Student Response Questionnaire	80
Appendix 9 Documentation	82
Appendix 10 Form of Consultation on Thesis Writing Guideline	84
Appendix 11 Research Permission Letter	88
Appendix 12 Research Reply Letter	89
Appendix 13 Curriculum Vitae	90