

ABSTRAK

M-LEARNING PENDIDIKAN KARAKTER UNTUK ANAK USIA DINI BERBASIS AUGMENTED REALITY

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Penelitian ini membahas pengembangan *Mobile Learning (M-Learning)* berbasis *Augmented Reality (AR)* untuk pendidikan karakter anak usia dini. Tujuan utama penelitian adalah menciptakan pengalaman pembelajaran yang menarik dan efektif melalui interaksi dengan objek virtual dalam lingkungan nyata. Hasil penelitian menunjukkan bahwa *M-Learning* berbasis AR dapat digunakan untuk mengembangkan program pendidikan karakter, fokus pada nilai-nilai moral dan etika yang penting bagi perkembangan anak usia dini. Meskipun penelitian ini berhasil mencapai tujuannya, beberapa keterbatasan diidentifikasi, termasuk ketersediaan perangkat dan infrastruktur. Tantangan teknis, seperti koneksi internet yang stabil, menjadi pertimbangan penting dalam penggunaan AR 3D, serta manfaat dalam meningkatkan efektivitas pendidikan karakter, melibatkan anak secara aktif, dan meningkatkan hasil belajar mereka. Dengan mempertimbangkan tantangan dan manfaat, penelitian ini berkontribusi pada pengembangan pendekatan inovatif dalam pembelajaran karakter untuk anak-anak usia dini. Hasilnya diharapkan dapat membuka jalan untuk pendekatan pembelajaran yang lebih relevan dan dapat disesuaikan dengan kebutuhan dan minat individu anak, menciptakan dasar yang kokoh untuk generasi masa depan.

Kata kunci: *M-learning, Augmented Reality, Pendidikan Karakter, Anak Usia Dini.*

Abstract

M-LEARNING CHARACTER EDUCATION FOR EARLY CHILDREN BASED ON AUGMENTED REALITY

This research discusses the development of Mobile Learning (M-Learning) based on Augmented Reality (AR) for early childhood character education. The main goal of the research is to create interesting and effective learning experiences through interaction with virtual objects in a real environment. The research results show that AR-based M-Learning can be used to develop character education programs, focusing on moral and ethical values that are important for early childhood development. Although this study achieved its objectives, several limitations were identified, including equipment and infrastructure availability. Technical challenges, such as a stable internet connection, are important considerations in using 3D AR, as well as the benefits in increasing the effectiveness of character education, actively engaging children, and improving their learning outcomes. By considering the challenges and benefits, this research contributes to the development of innovative approaches in character learning for young children. It is hoped that the results will pave the way for learning approaches that are more relevant and can be adapted to individual children's needs and interests, creating a solid foundation for future generations.

Keywords: *M-learning, Augmented Reality, Character Education, Early Childhood.*