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Analysis of Pop-Up Book and Biology Virtual Reality Video toward Students' Habits of Mind

I Rakhmawati¹, M A Priadi¹, B Yolida¹ and R R Marpaung¹

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Low reading interest in high school students and the use of information and communication technology (ICT) are still not well integrated into learning. This is due to the lack of interesting biology textbooks and students' habits in using gadgets for entertainment such as social media and games. For this reason, a solution to these problems is the development of pop-up books and virtual reality (VR) videos. This research uses the Research and Development method adapted from Borg and Gall by involving media and content experts for feasibility testing. The pop-up book and VR video evaluation were then carried out, the results showed feasibility without revision of 67% and some product revision suggestions. The results also showed the product responses to habits of mind (HoM) which included in the excellent category (3.7) from 100 students and 30 teachers even though preliminary test with a sample of high school graduates was still in the good category (3.2). Also, aspects of creative thinking are best between self-regulation and critical thinking. So, the implications of this research are pop-up book and VR videos are suitable as learning media also very good for improving students' habits of mind.

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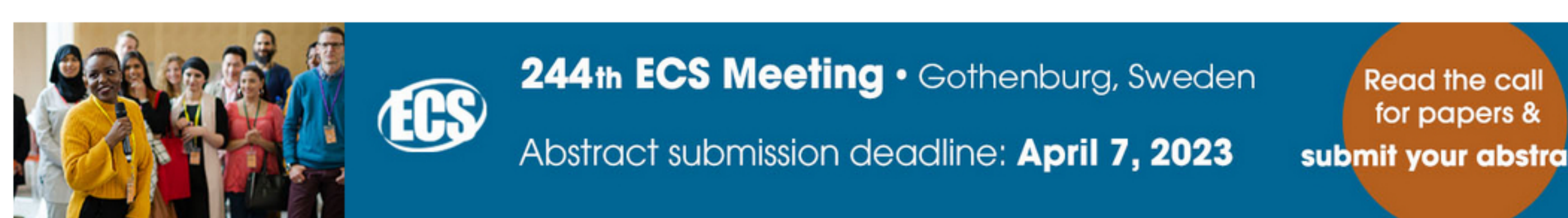
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