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DEVELOPING AUDIO TACTILE FOR VISUALLY IMPAIRED STUDENTS

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ABSTRACT

The aim of this study is to develop teaching materials based on Audio Tactile which is valid, practical, and effective to improve learning motivation and achievement of visually impaired students. This study was a research and development (R&D). The data collection techniques in this research were observation, interview, documentation, and tests. This research used a qualitative approach as a data analysis technique. The conclusions of this study were the product developed as a set of audio tactile teaching materials which consisted of learning audio sources and tactile media. These audio teaching materials were supported by several tactile media such as planes, puzzle, *geoboard*, tactile rules, and tactile protactor. The Audio Tactile teaching materials can improve learning motivation of visually impairment students. The increase of learning motivation was indicated by high student's will to study, student's high perservance, student's enjoyment, and curiosity. The Audio tactile teaching materials gave great positive impacts on learning achievements. This is shown by the increasing score of posttest compared to the score of pretest.

Key Words: Planes, visually impaired students, audio tactile, teaching materials**.**