

ABSTRAK

IMPELEMENTASI *AUGMENTED REALITY* (AR) DENGAN TEMA PENGUKURAN TERHADAP MOTIVASI BELAJAR PESERTA DIDIK DI KELAS IV SEKOLAH DASAR

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Permasalahan dalam penelitian ini adalah rendahnya motivasi peserta didik dalam belajar matematika. Peserta didik masih menganggap matematika sebagai mata pelajaran yang sulit sehingga kurang memiliki semangat dalam mengikuti pembelajaran. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media pembelajaran terhadap motivasi belajar matematika peserta didik kelas IV. Penelitian ini menggunakan pendekatan kuantitatif yang berbentuk *quasi* eksperimen. Populasi dalam penelitian ini adalah seluruh peserta didik kelas IV SDIT Annawawi Metro. Sampel penelitian terdiri dari kelas IV Roudhoh sebagai kelas eksperimen yang berjumlah 26 peserta didik dan kelas IV Nabawi sebagai kelas control yang berjumlah 21 peserta didik. Teknik pengambilan sampel menggunakan *non-probability sampling* dengan metode *purposive sampling*. Pengumpulan data dilakukan melalui penyebaran angket dan observasi, kemudian dianalisis menggunakan uji regresi linier sederhana. Hipotesis dalam penelitian ini terdapat pengaruh penggunaan media *Augmented Reality* (AR) terhadap motivasi belajar matematika peserta didik kelas IV SDIT Annawawi Metro berdasarkan hasil uji regresi linier sederhana, sehingga hipotesis alternatif (H_a) diterima. Berdasarkan hasil analisis, diperoleh nilai *Adjusted R Square* sebesar 0,484 atau 48%, yang berarti variabel implementasi media *Augmented Reality* (AR) mampu menjelaskan variasi motivasi belajar sebesar 48%, sedangkan 52% dipengaruhi oleh variabel lain di luar penelitian.

Kata Kunci: *Augmented Reality*, Media Pembelajaran, Motivasi Belajar, Pembelajaran Matematika, Pengukuran.

ABSTRACT

IMPLEMENTATION OF AUGMENTED REALITY (AR) WITH THE THEME OF MEASURING LEARNING MOTIVATION OF GRADE IV ELEMENTARY SCHOOL STUDENTS

By

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The problem addressed in this study is the low level of motivation among pupils in learning mathematics. Pupils still regard mathematics as a difficult subject and therefore lack enthusiasm for participating in lessons. This study aims to determine the effect of the use of learning media on the motivation of Year 4 pupils to learn mathematics. This study employs a quantitative approach in the form of a quasi-experimental design. The population in this study comprises all Year 4 pupils at SDIT Annawawi Metro. The research sample consists of Year 4 Class Roudhoh as the experimental class, comprising 26 pupils, and Year 4 Class Nabawi as the control class, comprising 21 pupils. The sampling technique employed non-probability sampling using the purposive sampling method. Data collection was carried out through the distribution of questionnaires and observation, and was subsequently analysed using simple linear regression. The hypothesis of this study was that there is an effect of the use of Augmented Reality (AR) media on the mathematics learning motivation of Year 4 pupils at SDIT Annawawi Metro, based on the results of the simple linear regression test; therefore, the alternative hypothesis (H_a) was accepted. Based on the analysis results, an Adjusted R-Square value of 0.484 or 48% was obtained, meaning that the variable of Augmented Reality (AR) media implementation was able to explain 48% of the variation in learning motivation, whilst 52% was influenced by other variables outside the scope of the study.

Keywords: Augmented Reality, Learning Media, Learning Motivation, Mathematics Learning, Measurement.