

## ABSTRAK

### PENGARUH MODEL *DISCOVERY LEARNING* TERIMPLEMENTASI *DEEP LEARNING* BERBANTUAN MEDIA *AUGMENTED REALITY* TERHADAP KETERAMPILAN BERPIKIR KRITIS SISWA SMA PADA MATERI EKOSISTEM

Oleh

**Azrofa Hanny Hastika**

Penelitian ini bertujuan untuk mengetahui pengaruh model *Discovery Learning* terimplementasi *Deep Learning* berbantuan media *Augmented Reality* terhadap keterampilan berpikir kritis siswa SMA pada materi ekosistem di SMA Negeri 6 Bandar Lampung. Penelitian ini juga bertujuan untuk mengetahui tanggapan peserta didik terhadap penerapan model pembelajaran tersebut. Desain penelitian yang digunakan pada penelitian ini yaitu kuasi eksperimen dengan bentuk *non-equivalent control group design*. Sampel penelitian terdiri atas dua kelas yang berjumlah 60 peserta didik dan dipilih melalui teknik *purposive sampling* berdasarkan kesetaraan kemampuan awal dan karakteristik kelas. Data penelitian berupa data kuantitatif yang diperoleh dari hasil *pretest* dan *posttest* keterampilan berpikir kritis serta angket tanggapan peserta didik. Analisis data dilakukan menggunakan uji *independent sample t-test* setelah memenuhi uji prasyarat normalitas dan homogenitas. Hasil penelitian menunjukkan bahwa terdapat pengaruh signifikan dengan nilai signifikansi ( $p < 0,05$ ). Rata-rata *N-Gain* kelas eksperimen sebesar 0,69 (kategori sedang) lebih tinggi dibandingkan kelas kontrol sebesar 0,31. Indikator tertinggi dicapai pada indikator Inferensi dengan *N-Gain* 0,72 sedangkan indikator terendah pada pengaturan diri dengan *N-Gain* 0,35. Selain itu, rata-rata skor tanggapan peserta didik secara keseluruhan mencapai 89,70% (hampir semua setuju). Uji *Effect Size* sebesar 3,62 menunjukkan bahwa model ini memberikan pengaruh dalam kategori besar. Dengan demikian model *Discovery Learning* terimplementasi *Deep Learning* berbantuan media *Augmented Reality* berpengaruh secara signifikan terhadap keterampilan berpikir kritis siswa SMA pada materi ekosistem.

**Kata Kunci:** *Augmented Reality*, Berpikir Kritis, *Deep Learning*, *Discovery Learning*, Ekosistem

## ABSTRACT

### ***THE EFFECT OF THE DISCOVERY LEARNING MODEL IMPLEMENTED WITH DEEP LEARNING ASSISTED BY AUGMENTED REALITY MEDIA ON HIGH SCHOOL STUDENTS' CRITICAL THINKING SKILLS IN ECOSYSTEM MATERIALS***

*By*

**Azrofa Hanny Hastika**

*This study aims to determine the effect of the Discovery Learning model implemented with Deep Learning assisted by Augmented Reality media on the critical thinking skills of high school students in the ecosystem material at SMA Negeri 6 Bandar Lampung. This study also aims to find out students' responses to the implementation of this learning model. The research design used in this study was a quasi-experiment with a non-equivalent control group design. The research sample consisted of two classes totaling 60 students and was selected using a purposive sampling technique based on the equality of initial ability and class characteristics. The research data consisted of quantitative data obtained from the results of pretests and posttests of critical thinking skills as well as student response questionnaires. Data analysis was carried out using an independent sample t-test after meeting the requirements of normality and homogeneity tests. The research results show that there is a significant effect with a significance value ( $p < 0.05$ ). The average N-Gain of the experimental class was 0.69 (medium category), higher than the control class at 0.31. The highest indicator was achieved in the Inference indicator with an N-Gain of 0.72, while the lowest indicator was in self-regulation with an N-Gain of 0.35. In addition, the overall average response score of the students reached 89.70% (almost all agree). The Effect Size test of 3.62 indicates that this model has a large effect. Thus, the Discovery Learning model implemented with Deep Learning assisted by Augmented Reality media has a significant effect on high school students' critical thinking skills on ecosystem material.*

**Keywords:** *Augmented Reality, Critical Thinking, Deep Learning, Discovery Learning, Ecosystem*