ABSTRAK

PENGARUH PENGGUNAAN *ASSEMBLR.EDU* BERBASIS *AUGMENTED REALITY* DALAM MENINGKATKAN PEMAHAMAN KONSEP SAINS PESERTA DIDIK KELAS VI SEKOLAH DASAR

Oleh

Elni Arrahma

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan aplikasi *Assemblr edu* berbasis *Augmented Reality* terhadap peningkatan pemahaman konsep sains peserta didik kelas VI di SDN 1 Candimas. Penelitian ini menggunakan pendekatan kuantitatif dengan metode quasi eksperimen dan desain penelitian *nonequivalent control group design*. Subjek penelitian terdiri dari dua kelas, yaitu kelas VI A dan VI B. Teknik pengumpulan data dilakukan melalui tes dan nontes berupa lembar observasi. Hasil analisis data menunjukkan bahwa terdapat perbedaan yang signifikan antara hasil pemahaman. Pengujian hipotesis melalui uji regresi linear sederhana dengan hasil Fhitung >Ftabel (42,363>4,32) dengan tingkat signifikan sebesar 0,00. Karena nilai signifikansi 0,00<0,05. Dengan demikian, dapat disimpulkan bahwa media *assemblr edu* berbasis *augmented reality* berpengaruh terhadap pemahaman konsep peserta didik.

Kata Kunci:Assemblr Edu, Augmented Reality, Pemahaman Konsep, Sains.

ABSTRACT

THE EFFECT OF USING ASSEMBLR.EDU -BASED AUGMENTED REALITY IN IMPROVING SIXTH GRADE ELEMENTARY STUDENTS' UNDERSTANDING OF SCIENCE CONCEPTS

By

Elni Arrahma

This study aimed to determine the effect of using the Assemblr Edu application based on Augmented Reality on improving the understanding of science concepts among sixth-grade students at SDN 1 Candimas. The research employed a quantitative approach using a quasi-experimental method with a nonequivalent control group design. The subjects of the study consisted of two classes, namely class VI A. Data collection techniques involved both test and non-test instruments, including observation sheets. The results of data analysis indicated a significant difference in conceptual understanding outcomes. Hypothesis testing through a simple linear regression test yielded Fcount > Ftable (42.363 > 4.32) with a significance level of 0.00. Since the significance value of 0.00 was less than 0.05, it could be concluded that the use of Assemblr Edu based on Augmented Reality had a significant effect on students' understanding of science concepts.

Keywords:AssemblrEdu,Augmented Reality, Conceptual Understanding, Science.