

ABSTRAK

PENGARUH MODEL PEMBELAJARAN OBAK BERBANTUAN MEDIA *AUGMENTED REALITY* TERHADAP KETERAMPILAN BERPIKIR KRITIS PESERTA DIDIK PADA MATERI SISTEM PENCERNAAN

Oleh

RENI WULANDARI

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran OBAK berbantuan media *Augmented Reality* terhadap keterampilan berpikir kritis peserta didik kelas VIII SMP Negeri 5 Bandar Lampung pada materi sistem pencernaan. Jenis Penelitian adalah *quasi eksperiment* dengan bentuk desain penelitian *pretest-posttest non-equivalen control grup*. Populasi penelitian adalah seluruh peserta didik kelas VIII SMP Negeri 5 Bandar Lampung berjumlah 267 peserta didik. Sampel diambil dengan teknik *purposive sampling* dengan jumlah sampel terdiri dari 30 peserta didik kelas eksperimen dan 30 peserta didik kelas kontrol. Data keterampilan berpikir peserta didik didapatkan dari hasil *pretest* dan *posttest* sedangkan angket digunakan untuk mengetahui tanggapan peserta didik terhadap model pembelajaran OBAK berbantuan media *Augmented Reality*. Data keterampilan berpikir kritis *pretest* dan *posttest* dianalisis menggunakan uji *independent sample t-test* dengan taraf signifikansi 5%. Hasil penelitian dan analisis data menunjukkan bahwa: 1) Terdapat pengaruh yang signifikan dari penerapan modal OBAK berbantuan media *Augmented Reality* terhadap peningkatan keterampilan berpikir kritis peserta didik pada materi sistem pencernaan dengan nilai Sig. (2-tailed) $0,00 < 0,05$, serta nilai *Effect size* 2 (besar), 2) Angket tanggapan peserta didik yang diberikan mendapatkan respon yang positif dengan nilai rata-rata 76,96 (kategori tinggi).

Kata Kunci; model pembelajaran OBAK, *Augmented Reality*, keterampilan berpikir kritis, dan sistem pencernaan.

ABSTRACT

THE EFFECT OF AUGMENTED REALITY-ASSISTED OBAK LEARNING MODEL ON STUDENTS' CRITICAL THINKING SKILLS ON DIGESTIVE SYSTEM MATERIAL

By

RENI WULANDARI

This study aims to determine the influence of the OBAK learning model assisted by Augmented Reality media on the critical thinking skills of grade VIII students of SMP Negeri 5 Bandar Lampung on digestive system material. The type of research is quasi-experimental with a non-equivalent control group pretest-posttest research design. The research population is all students of grade VIII of SMP Negeri 5 Bandar Lampung totaling 267 students. The sample was taken by purposive sampling technique with the number of samples consisting of 30 students in the experimental class and 30 students in the control class. Data on students' thinking skills were obtained from the results of the pretest and posttest while the questionnaire was used to find out the students' responses to the OBAK learning model assisted by Augmented Reality media. Pretest and posttest critical thinking skills data were analyzed using an independent sample t-test with a significance level of 5%. The results of the study and data analysis showed that: 1) There was a significant influence of the application of OBAK capital assisted by Augmented Reality media on the improvement of students' critical thinking skills in digestive system material with a value of Sig. (2-tailed) $0.00 < 0.05$, as well as an Effect size value of 2 (large), 2) The questionnaire of student responses given received a positive response with an average score of 76.96 (high category).

Keywords; OBAK learning model, Augmented Reality, skills critical thinking, and the digestive system