

ABSTRAK

PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN *AUGMENTED REALITY* TERHADAP KEMAMPUAN BERPIKIR KRITIS PESERTA DIDIK KELAS IV MATA PELAJARAN IPAS SEKOLAH DASAR

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Masalah dalam penelitian ini yaitu rendahnya kemampuan berpikir kritis peserta didik kelas IV SD Negeri 10 Metro Timur. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *problem based learning* berbantuan *augmented reality* terhadap kemampuan berpikir kritis peserta didik. Metode yang digunakan dalam penelitian ini adalah *quasi eksperimen design* dengan desain *non-equivalent control group design*. Populasi 35 peserta didik dikelas IV A dan IV B, sampel ditentukan dengan teknik *sampling jenuh*. Teknik pengambilan data melalui tes kemampuan berpikir kritis. Analisis data menggunakan uji regresi linear sederhana. Hasil penelitian menunjukkan bahwa terdapat pengaruh yang signifikan pada penerapan model pembelajaran *problem based learning* berbantuan *augmented reality* terhadap kemampuan berpikir kritis peserta didik kelas IV mata pelajaran IPAS sekolah dasar yang ditunjukkan dengan perolehan nilai sig $0,001 < 0,005$.

Kata Kunci: *problem based learning*, *augmented reality*, berpikir kritis

ABSTRACT

THE EFFECT OF AN AUGMENTED REALITY ASSISTED PROBLEM BASED LEARNING MODEL ON THE CRITICAL THINKING SKILLS OF 4th GRADE STUDENTS IN ELEMNTARY SCHOOL SCIENCE SUBJECTS

By

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The problem in this study was the low critical thinking skills of fourth grade students at SD Negeri 10 Metro Timur. This study aims to determine the effect of the augmented reality-assisted problem-based learning model on students' critical thinking skills. The method used in this study is a quasi-experimental design with a non-equivalent control group design. The population consists of 35 students in grades IV A and IV B, and the sample was determined using saturated sampling technique. Data collection techniques were through critical thinking ability tests. Data analysis used simple linear regression tests. The results of this study indicate that there was a significant effect on the application of the augmented reality-assisted problem-based learning model on the critical thinking skills of fourth-grade students in the IPAS subject in elementary school, as indicated by a sig value of $0.001 < 0.005$.

Keyword: problem based learning, augmented reality, critical thinking