

ABSTRAK

PENGARUH MODEL *PROJECT BASED LEARNING* MENGGUNAKAN MEDIA *AUGMENTED REALITY* TERHADAP HASIL BELAJAR IPAS PESERTA DIDIK SEKOLAH DASAR

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Masalah pada penelitian ini yaitu rendahnya hasil belajar IPAS kelas V di SD Negeri 25 Tulang Bawang Tengah. Penelitian ini bertujuan untuk mengetahui pengaruh dari model *project based learning* menggunakan media *augmented reality* terhadap hasil belajar IPAS kelas V sekolah dasar. Jumlah keseluruhan populasi sebanyak 39 peserta didik yang terdiri dari kelas VB yang berjumlah 18 peserta didik sebagai kelas kontrol dan 21 peserta didik kelas VA sebagai kelas eksperimen. Teknik pengambilan sampel menggunakan *sampling jenuh*, sehingga seluruh populasi dijadikan sebagai sampel penelitian. Jenis penelitian ini menggunakan metode *quasi experimental* dengan *nonequivalent control group design*. Pengumpulan data dilakukan melalui tes dan non-tes. Data dianalisis menggunakan uji regresi linear sederhana dengan hasil terdapat pengaruh model pembelajaran *project based learning* menggunakan media *augmented reality* berpengaruh terhadap hasil belajar IPAS kelas V Tulang Bawang Tengah sebesar 68,3%. Hal ini menunjukkan bahwa perubahan hasil belajar siswa dipengaruhi oleh penggunaan model pembelajaran tersebut, sedangkan sisanya dipengaruhi oleh faktor lain di luar penelitian.

Kata kunci: *augmented reality*, hasil belajar IPAS, *project-based learning*,

ABSTRACT

THE EFFECT OF PROJECT-BASED LEARNING USING AUGMENTED REALITY MEDIA ON ELEMENTARY SCHOOL STUDENTS' IPAS LEARNING OUTCOMES

By

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The problem in this study was the low learning outcomes in IPAS for fifth-grade students at SD Negeri 25 Tulang Bawang Tengah. This study aimed to determine the effect of the project-based learning model using augmented reality media on the IPAS learning outcomes of fifth-grade elementary school students. The total population consisted of 39 students, with 18 students in class VB serving as the control group and 21 students in class VA as the experimental group. The sampling technique used was saturated sampling, so the entire population was used as the research sample. This study employed a quasi-experimental method with a nonequivalent control group design. Data were collected through tests and non-test instruments. The data were analyzed using simple linear regression, and the results showed that the project-based learning model using augmented reality media had an effect on the IPAS learning outcomes of fifth-grade students in Tulang Bawang Tengah by 68.3%. This indicated that changes in students' learning outcomes were influenced by the use of this learning model, while the remaining percentage was influenced by other factors outside the study.

Keywords: augmented reality, learning outcomes IPAS, project-based learning