

ABSTRAK

PENGARUH MODEL *CONTEXTUAL TEACHING AND LEARNING* BERBASIS MEDIA *AUGMENTED REALITY* TERHADAP PEMAHAMAN KONSEP MATA PELAJARAN IPAS KELAS V SEKOLAH DASAR

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Permasalahan dalam penelitian ini dilatarbelakangi oleh rendahnya kemampuan pemahaman konsep peserta didik pada mata pelajaran IPAS kelas V di SD Negeri 10 Metro Timur. Tujuan penelitian ini untuk mengetahui pengaruh model *contextual teaching and learning* berbasis media *augmented reality* terhadap kemampuan pemahaman konsep peserta didik pada mata pelajaran IPAS kelas V di SD Negeri 10 Metro Timur. Metode yang digunakan pada penelitian ini adalah *quasi eksperimen group design* dengan desain penelitian yaitu *non-equivalent control group design*. Populasi yang digunakan pada penelitian ini berjumlah 51 peserta didik dengan sampel penelitian seluruh peserta didik kelas VA dan VB. Pengambilan sampel menggunakan teknik *non probability sampling* dengan jenis sampling jenuh. Teknik pengumpulan data menggunakan tes berupa soal uraian dan teknik non-tes menggunakan lembar observasi. Pengujian hipotesis menggunakan uji regresi linier sederhana. Hasil penelitian ini menunjukkan bahwa terdapat pengaruh model *contextual teaching and learning* berbasis media *augmented reality* terhadap kemampuan pemahaman konsep peserta didik pada mata pelajaran IPAS kelas V di SD Negeri 10 Metro Timur.

Kata kunci: *augmented reality*, *contextual teaching and learning*, pemahaman konsep.

ABSTRAK

THE EFFECT OF THE CONTEXTUAL TEACHING AND LEARNING MODEL BASED ON AUGMENTED REALITY MEDIA ON THE CONCEPT UNDERSTANDING OF SCINCE AND SOCIAL STUDIES SUBJECT FOR FIFTH GRADE ELEMENTARY SCHOOL STUDENT

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The problem in this study was motivated by the low level of students' conceptual understanding in the IPAS subject for fifth-grade students at SD Negeri 10 Metro Timur. The purpose of this study was to determine the effect of the contextual teaching and learning model based on augmented reality media on students' conceptual understanding in the IPAS subject for fifth-grade students at SD Negeri 10 Metro Timur. The method used in this study was a quasi-experimental group design, specifically a non-equivalent control group design. The population of this study consisted of 51 students, and the sample included all students from classes VA and VB. The sampling technique used was non-probability sampling, specifically saturated sampling. Data collection techniques included a test in the form of essay questions and non-test techniques using observation sheets. Hypothesis testing was conducted using simple linear regression analysis. The results of this study showed that there was an effect of the contextual teaching and learning model based on augmented reality media on students' conceptual understanding in the IPAS subject for fifth-grade students at SD Negeri 10 Metro Timur.

Key words: augmented reality, contextual teaching and learning, conceptual understanding.