# ABSTRAK

**Juan Andreas Gultom, NIM 4203131005 (2024). Pengaruh Media Pembelajaran Dan Motivasi Terhadap Hasil Belajar Materi Asam Basa Di SMAN 2 Tanjung Morawa**.

Penelitian ini bertujuan untuk mengetahui apakah terdapat perbedaan hasil belajar peserta didik yang dibelajarkan dengan Media Pembelajaran *Phet Simulation* dan *Chat GPT* serta motivasi belajar tinggi dan rendah berbantuan model *problem based learning* pada materi asam basa, serta melihat interaksi antara media pembelajaran dan motivasi belajar siswa. Populasi dalam penelitian ini adalah seluruh siswa kelas XI di SMAN 2 Tanjung Morawa. Sampel diambil secara purposif sampling sebanyak 2 kelas dengan total keseluruhan sampel sebanyak 68 siswa. Uji hipotesis dilakukan dengan ANNAVA dua jalur. Untuk media *phet simulation* dan *chat GPT* didapat nilai sig. $0.004 < (\alpha)\ 0.05$ yang artinya Ha diterima, maka dapat disimpulkan bahwa ada perbedaan rata-rata hasil belajar siswa yang diberi media *phet simulation* dengan *chat GPT* pada materi asam basa. Pada motivasi belajar yang tinggi dan rendah didapat nilai sig. $0.017 < (\alpha)\ 0.05$ yang artinya Ha diterima maka dapat disimpulkan bahwa ada perbedaan rata-rata hasil belajar siswa pada motivasi belajar tinggi dan motivasi belajar rendah pada materi asam basa. Selanjutnya untuk interaksi antara media dengan motivasi belajar didapat nilai sig. $0.000 < (\alpha)\ 0.05$ yang artinya Ha diterima, maka dapat disumpulkan bahwa ada interaksi antara media pembelajaran dengan motivasi belajar terhadap hasil belajar siswa pada materi asam basa.

# ABSTRACT

**Juan Andreas Gultom, NIM 4203131005 (2024). The influence of learning media and motivation on the learning outcomes of acid-base material at SMAN 2 Tanjung Morawa.**

This study aims to determine whether there are differences in the learning outcomes of students who are taught with Phet Simulation Learning Media and Chat GPT as well as high and low learning motivation assisted by problem-based learning models on acid-base material, and see the interaction between learning media and student learning motivation. The population in this study was all grade XI students at SMAN 2 Tanjung Morawa. The sample was taken by purposive sampling of 2 classes with a total sample of 68 students. The hypothesis test was performed with a two-track ANNAVA. For phet simulation media and GPT chat, the price of sig. $0.004 < (\alpha)$ $0.05$ which means that Ha is accepted, it can be concluded that there is a difference in the average learning outcomes of students who are given phet simulation media with GPT chat on acid-base material. At high and low learning motivation sig. $0.017 < (\alpha)$ $0.05$ which means there is a significant difference in learning outcomes between high learning motivation and low learning motivation. Furthermore, the interaction between the learning media and learning motivation was found sig. $0.000 < (\alpha)$ $0.05$, which means that there was an interaction between the learning model and learning interest on learning outcomes.