

ABSTRAK

Yesi Letare Pardede, NIM.4203151012. Pengaruh Model Problem Based Learning Berbantuan Media Augmented Reality Terhadap Kemampuan Pemecahan Masalah Siswa Pada Materi Sistem Tata Surya Di Kelas VII SMP Negeri 27 Medan T.A 2023/2024.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *problem based learning* (PBL) berbantuan media *augmented reality* terhadap kemampuan pemecahan masalah siswa pada materi Sistem Tata Surya. . Jenis penelitian yang digunakan adalah *Quasi Experiment* dengan desain penelitian yang digunakan adalah rancangan penelitian menggunakan desain *pretest-posttest control group*. Penelitian ini dilakukan di SMP Negeri 27 Medan dengan populasi seluruh siswa kelas VII yaitu VII-1 sampai VII-10 yang setiap kelas terdiri dari 32 siswa. Pengambilan sampel dalam penelitian ini menggunakan teknik *random sampling* yaitu salah satu kelas dipilih menjadi kelas control yaitu kelas VII-5 dan satu kelas dipilih menjadi kelas eksperimen yaitu kelas VII-2. Instrumen yang digunakan adalah instrument tes kemampuan pemecahan masalah yang terdiri dari 10 soal uraian. Berdasarkan hasil uji hipotesis menggunakan *uji independent sample test* pada taraf signifikansi 5% diperoleh nilai *sig.(2-tailed)* sebesar 0,000 sehingga *sig (2-tailed) < 0,05*. Hasil Penelitian menunjukkan bahwa model pembelajaran *problem based learning* (PBL) berbantuan media *augmented reality* berpengaruh terhadap kemampuan pemecahan masalah siswa pada materi sistem tata surya. Selain itu, hasil rata-rata *N-gain* kelas eksperimen memperoleh nilai sebesar 77,37 (efektif) sedangkan kelas kontrol sebesar 36,74 (tidak efektif).

Kata Kunci: *Problem Based Learning* (PBL), *Augmented Reality*, Kemampuan Pemecahan Masalah, Sistem Tata Surya.

ABSTRACT

Yesi Letare Pardede, NIM.4203151012. The Influence of the Problem Based Learning Model Assisted by Augmented Reality Media on Students' Problem Solving Ability on Solar System Material in Class VII Negeri 27 Medan T.A 2023/2024.

This study aims to determine the effect of the problem based learning (PBL) learning model assisted by augmented reality media on students' problem-solving abilities in the Solar System material. The type of research used is Quasi Experiment with the research design used is a research design using a pretest-posttest control group design. This research was conducted at SMP Negeri 27 Medan with a population of all students in grade VII, namely VII-1 to VII-10, each class consisting of 32 students. Sampling in this study used a random sampling technique, namely one class was selected as a control class, namely class VII-5 and one class was selected as an experimental class, namely class VII-2. The instrument used was a problem-solving ability test instrument consisting of 10 descriptive questions. Based on the results of the hypothesis test using the independent sample test at a significance level of 5%, a sig. (2-tailed) value of 0.000 was obtained so that sig (2-tailed) <0.05. The results of the study indicate that the problem based learning (PBL) learning model assisted by augmented reality media has an effect on students' problem-solving abilities in the solar system material. In addition, the average N-gain result of the experimental class obtained a value of 77.37 (effective) while the control class was 36.74 (ineffective).

Keywords: Problem Based Learning, Augmented Reality, Problem Solving Ability, Solar System.