

ABSTRAK

Dira Khairunisa, NIM 4213131074 (2025). Pengaruh Penggunaan LKPD (Lembar Kerja Peserta Didik) Interaktif Berbasis Media *Augmented Reality* terhadap Aktivitas dan Hasil Belajar Siswa pada Materi Keseimbangan Kimia

Tujuan penelitian ini yaitu untuk mengetahui adanya pengaruh yang signifikan LKPD interaktif berbasis media *augmented reality* terhadap hasil belajar siswa, aktivitas belajar siswa dalam menggunakan LKPD interaktif berbasis media *augmented reality*, respon siswa dalam menggunakan LKPD interaktif berbasis media *augmented reality* pada materi keseimbangan kimia di MAN 2 Model Medan. Sampel dalam penelitian ini diambil secara sampling purposive. Penelitian ini mengambil sampel yang terdiri dari dua kelas, yaitu kelas XI-F1 G sebagai kelas eksperimen dan XI-F1 F sebagai kelas kontrol. Instrumen yang digunakan dalam penelitian ini yakni instrumen tes hasil belajar siswa dalam bentuk pilihan berganda dan instrumen non tes berupa lembar observasi aktivitas belajar dan angket respon peserta didik. Teknis analisis data menggunakan uji normalitas, uji homogenitas dan uji hipotesis menggunakan uji independent sampel t-test. Rata-rata nilai pretest pada kelas eksperimen > kelas kontrol (82,36 > 75,41). Hasil uji independent sampel t-test hasil belajar diperoleh nilai signifikansi $0,001 \leq \alpha$ (0,05) maka H_0 ditolak, H_a diterima yaitu terdapat pengaruh penggunaan LKPD interaktif berbasis media *augmented reality* terhadap hasil belajar siswa. Hasil observasi aktivitas belajar peserta didik diperoleh persentase sebesar 81,2% dengan kategori sangat baik, artinya penggunaan LKPD interaktif berbasis media *augmented reality* efektif digunakan dalam proses pembelajaran. Sedangkan hasil respon peserta didik memperoleh persentase 82,31% dengan kategori sangat baik, artinya LKPD interaktif berbasis media *augmented reality* mendapatkan respon positif dari peserta didik.

KataKunci : LKPD, *Augmented Reality*, Hasil Belajar, Aktivitas Belajar, Respon Siswa

ABSTRACT

Dira Khairunisa, NIM 4213131074 (2025). The Effect of Using Interactive LKPD (Learner Worksheets) Based on Augmented Reality Media on Student Activities and Learning Outcomes in Chemical Equilibrium Material

The aim of this research is to determine the significant influence of interactive LKPD based on augmented reality media on student learning outcomes, student learning activities in using interactive LKPD based on augmented reality media, student responses in using interactive LKPD based on augmented reality media on chemical equilibrium material at MAN 2 Model Medan. The sample in this research was taken by purposive sampling. This research took samples consisting of two classes, namely class XI-F1 G as the experimental class and XI-F1 F as the control class. The instruments used in this research are test instruments for student learning outcomes in the form of multiple choices and non-test instruments in the form of learning activity observation sheets and student response questionnaires. Data analysis techniques use the normality test, homogeneity test and hypothesis testing using the independent sample t-test. The average pretest score in the experimental class > control class (82.36 > 75.41). The results of the independent sample t-test on learning outcomes obtained a significance value of $0,001 \leq \alpha$ (0,05) so H_0 was rejected, H_a was accepted, namely that there was an influence of using interactive LKPD based on augmented reality media on student learning outcomes. The results of observations of students' learning activities obtained a percentage of 81.2% in the very good category, meaning that the use of interactive LKPD based on augmented reality media was effectively used in the learning process. Meanwhile, the student response results obtained a percentage of 82.31% in the very good category, meaning that interactive LKPD based on augmented reality media received a positive response from students.

Keywords : LKPD, Augmented Reality, Learning Outcomes, Learning Activities, Student Responses