

ABSTRAK

Christina Butar-Butar. NIM 5202411008. Pengaruh Media Berbasis Augmented Reality Terhadap Hasil Belajar Siswa Pada Mata Pelajaran Konstruksi Dan Utilitas Gedung SMK Negeri 2 Medan. Skripsi. Fakultas Teknik – Universitas Negeri Medan. 2023

Penelitian ini bertujuan untuk meningkatkan hasil belajar mata pelajaran Konstruksi dan Utilitas Gedung dengan menggunakan media berbasis *Augmented Reality*. Penelitian ini dilaksanakan di SMK 2 Medan. Subjek penelitian ini adalah siswa kelas XI DPIB 1 yang berjumlah 30 siswa yang diajar dengan media pembelajaran berbasis *augmented reality* dan siswa kelas XI DPIB 2 yang berjumlah 30 siswa yang diajar dengan media pembelajaran *power point* berbasis Video. Sebelum penelitian ini dilakukan, instrumen penelitian terlebih dahulu diuji cobakan. Hasil uji coba instrumen tes hasil belajar siswa pada mata pelajaran Konstruksi dan Utilitas Gedung diperoleh 26 butir soal yang valid dari 30 butir soal yang diuji cobakan dengan reliabilitas sebesar 0,853 yang artinya tergolong sangat tinggi.

Hasil penelitian menunjukkan bahwa Media Pembelajaran Berbasis *Augmented Reality* dan Media Pembelajaran *power point* berbasis Video memberi pengaruh yang berbeda secara signifikan ($F_{hitung} = 27,52 > F_{tabel} = 4,01$) terhadap hasil belajar siswa. Hasil belajar DPB kelompok yang diajar dengan Model Pembelajaran *Example Non Example* lebih unggul ($T_{hitung} = 4,120 > T_{tabel} = 1,671$) dari Media Pembelajaran *power point* berbasis video pada taraf signifikan $\alpha = 0,05$. Dapat diartikan Media Pembelajaran Berbasis *Augmented Reality* dan Media Pembelajaran *Power Point* Berbasis Video memberi pengaruh terhadap hasil belajar siswa mata pelajaran Konstruksi dan Utilitas Gedung.

Kata Kunci : *Augmented Reality*, *Power Point* berbasis Video, Hasil Belajar, Konstruksi Dan Utilitas Gedung, SMK Negeri 2 Medan.

ABSTRACT

Christina Butar-Butar. NIM 5202411008. The Influence of Augmented Reality-Based Media on Student Learning Outcomes in Construction and Building Utilities Subjects at SMK Negeri 2 Medan. Thesis. Faculty of Engineering – Medan State University. 2023

This research aims to improve learning outcomes in Construction and Building Utilities subjects by using Augmented Reality-based media. This research was carried out at SMK 2 Medan. The subjects of this research were 30 class XI DPIB 1 students who were taught using augmented reality-based learning media and 30 class Before this research was carried out, the research instruments were first tested. The results of the trial of the student learning outcomes test instrument in the Building Construction and Utilities subject obtained 26 valid questions out of the 30 questions tested with a reliability of 0.853, which means it is classified as very high.

The research results show that Augmented Reality-based Learning Media and Video-based Power Point Learning Media have a significantly different influence ($F_{count} = 27.52 > F_{table} = 4.01$) on student learning outcomes. The DPB learning outcomes of the group taught using the Example Non Example Learning Model were superior ($T_{count} = 4.120 > T_{table} = 1.671$) than video-based Power Point Learning Media at a significant level of $\alpha = 0.05$. It can be interpreted that Augmented Reality-Based Learning Media and Video-Based Power Point Learning Media have an influence on student learning outcomes in Construction and Building Utilities subjects.

Keywords: Augmented Reality, Video-based Power Point, Learning Outcomes, Building Construction and Utilities, SMK Negeri 2 Medan.

