ABSTRAK

Bagas Samri Hidayatullah, NIM 4202441005 (2024). Perbedaan Penggunaan Media *Augmented Reality* dan Torso Terhadap Aktivitas dan Hasil Belajar Siswa pada Materi Sistem Pencernaan Manusia Kelas XI SMA Negeri 8 Medan.

Penelitian ini bertujuan untuk mengetahui perbedaan penggunaan media pembelajaran *augmented reality* dan torso terhadap aktivitas dan hasil belajar siswa pada materi sistem pencernaan manusia. Jenis penelitian ini adalah eksperimen kuasi dengan menggunakan desain kelompok pembanding *pretest-posttest* berpasangan dan dilaksanakan pada bulan April – Mei 2024 semester genap T.P. 2023/2024. Sampel diambil secara *purposive* sehingga didapat dua kelas, yaitu kelas dengan pembelajaran menggunakan media *augmented reality* (34 siswa) dan kelas dengan pembelajaran menggunakan media torso (36 siswa). Dalam pembelajarannya, menggunakan model *discovery learning*. Terhadap kedua kelas tersebut diberi *pre-test* sebelum perlakuan dan *post-test* setelah perlakuan. Pengambilan data aktivitas siswa selama pembelajaran berlangsung melalui lembar observasi aktivitas yang dilakukan oleh pengamat. Hasil analisis perbedaan aktivitas siswa yaitu $t_{hitung} > t_{tabel}$ (4,507 > 1,999) menunjukkan bahwa terdapat perbedaan aktivitas Kelas *Augmented Reality* dan Kelas Torso dengan persentase keseluruhan yang diperoleh Kelas *Augmented Reality* sebesar 74,65% dan Kelas Torso sebesar 68,33%. Hasil analisis peningkatan hasil belajar Kelas *Augmented Reality* yaitu $t_{hitung} < t_{tabel}$ (-8,165 < 1,998) menunjukkan bahwa terdapat peningkatan hasil belajar Kelas *Augmented Reality*. Hasil analisis peningkatan hasil belajar Kelas Torso yaitu $t_{hitung} < t_{tabel}$ (-5,302 < 1,996) menunjukkan bahwa terdapat peningkatan hasil belajar Kelas Torso. Hasil analisis perbedaan peningkatan hasil belajar siswa yaitu $t_{hitung} > t_{tabel}$ (4,325 > 1,997) menunjukkan bahwa terdapat perbedaan peningkatan hasil belajar Kelas *Augmented Reality* dan Kelas Torso dengan nilai rata-rata *gain* yang diperoleh Kelas *Augmented Reality* sebesar 0,41 dan Kelas Torso sebesar 0,25. Secara keseluruhan disimpulkan bahwa media dapat memberikan pengaruh kepada siswa dalam pembelajarannya.

Kata kunci: Media, *augmented reality*, torso, aktivitas, hasil belajar.

ABSTRACT

Bagas Samri Hidayatullah, NIM 4202441005 (2024). The Difference in Using Augmented Reality and Torso Media on Students' Activities and Learning Outcomes in the Topic of the Human Digestive System for Grade XI SMA Negeri 8 Medan.

This study aims to determine the difference in the use of augmented reality and torso learning media on student activities and learning outcomes on human digestive system material. This type of research is a quasi-experiment using a matching pretest-posttest comparational group design and is carried out in April – May 2024 in the even semester of the academic year 2023/2024. The sample was purposively taken, resulting in two classes: one class using augmented reality media (34 students) and another class using torso media (36 students). In their learning, they use the discovery learning model. For the two classes, they were given a pre-test before the treatment and a post-test after the treatment. The collection of student activity data during learning takes place through activity observation sheets carried out by observers. The results of the analysis of differences in student activities, namely tcount > ttable (4,507 > 1,999), showed that there was a difference in the activities of Augmented Reality Class and Torso Class with the overall percentage obtained by Augmented Reality Class of 74.65% and Torso Class of 68.33%. The results of the analysis of the improvement of learning outcomes of Augmented Reality Class, namely the tcount < ttable (-8,165 < 1,998), showed that there was an increase in the learning outcomes of Augmented Reality Class. The results of the analysis of the improvement of learning outcomes of Torso Class, namely the tcount < ttable (-5,302 < 1,996), showed that there was an increase in the learning outcomes of Torso Class. The results of the analysis of the difference in the improvement of student learning outcomes, namely the tcount > ttable (4,325 > 1,997) showed that there was a difference in the increase in student learning outcomes the learning outcomes of Augmented Reality Class and Torso Class with the average gain value obtained in Augmented Reality Class is 0.41 and Torso Class is 0.25. Overall, it is concluded that media can influence students in their learning.

Keywords: *Media, augmented reality, torso, activities, learning outcomes.*