

ABSTRAK

WULANDARI . Pengaruh Media Diorama Berbantuan *QR Code* Terhadap Hasil Belajar IPAS Siswa Kelas V SDN 060932 Medan Amplas. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2026.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media diorama berbantuan *QR Code* terhadap hasil belajar IPAS siswa kelas V SDN 060932 Medan Amplas. Penelitian ini menggunakan pendekatan kuantitatif dengan *Quasi Experimental Design* bentuk *Nonequivalent Control Group Design* pada semester genap Tahun Pelajaran 2025/2026. Sampel penelitian berjumlah 52 siswa yang terdiri atas 26 siswa kelas V-A sebagai kelas eksperimen dan 26 siswa kelas V-B sebagai kelas kontrol. Teknik pengumpulan data menggunakan angket validasi, tes hasil belajar, dan dokumentasi. Analisis data menggunakan uji prasyarat analisis yang meliputi uji normalitas dan uji homogenitas, serta uji hipotesis. Hasil penelitian menunjukkan bahwa data pretest dan posttest pada kelas eksperimen dan kelas kontrol berdistribusi normal berdasarkan uji *Shapiro-Wilk* dengan nilai signifikansi $> 0,05$ serta memiliki varians yang homogen berdasarkan uji Levene dengan nilai signifikansi $0,107 (> 0,05)$. Nilai rata-rata posttest kelas eksperimen sebesar 84,04 lebih tinggi dibandingkan kelas kontrol sebesar 62,88. Hasil uji-t (*Independent Sample T-Test*) memperoleh nilai Sig. (2-tailed) sebesar 0,000 ($< 0,05$), sehingga H_0 ditolak dan H_a diterima. Dengan demikian, penggunaan media diorama berbantuan *QR Code* berpengaruh secara signifikan terhadap hasil belajar IPAS siswa kelas V SDN 060932 Medan Amplas. Berdasarkan hasil penelitian tersebut, disarankan agar guru memanfaatkan media diorama berbantuan *QR Code* sebagai salah satu alternatif media pembelajaran inovatif.

Kata Kunci : Media Pembelajaran, Diorama, *QR Code*, Pengaruh, Hasil Belajar

ABSTRACT

WULANDARI . The Effect of QR Code-Assisted Diorama Media on the Learning Outcomes of IPAS Students in Grade V of SDN 060932 Medan Amplas. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This study aims to determine the effect of the use of QR Code-assisted diorama media on the learning outcomes of social studies of grade V students of SDN 060932 Medan Amplas. This study uses a quantitative approach with Quasi Experimental Design in the form of Nonequivalent Control Group Design in the even semester of the 2025/2026 Academic Year. The research sample amounted to 52 students consisting of 26 students in class V-A as the experimental class and 26 students in class V-B as the control class. The data collection technique uses validation questionnaires, learning outcome tests, and documentation. Data analysis uses analytical prerequisite tests which include normality tests and homogeneity tests, as well as hypothesis tests. The results showed that the pretest and posttest data in the experimental class and the control class were normally distributed based on the Shapiro-Wilk test with a significance value of > 0.05 and had a homogeneous variance based on the Levene test with a significance value of $0.107 (> 0.05)$. The average posttest score of the experimental class was 84.04 higher than that of the control class of 62.88. The results of the t-test (Independent Sample T-Test) obtained a Sig. (2-tailed) value of 0.000 (< 0.05), so that H_0 was rejected and H_a was accepted. Thus, the use of QR Code-assisted diorama media has a significant effect on the learning outcomes of IPAS students in grade V of SDN 060932 Medan Amplas. Based on the results of the study, it is recommended that teachers use QR Code-assisted diorama media as an alternative to innovative learning media.

Keywords: Learning Media, Dioramas, *QR Codes*, Influence, Learning Outcomes