

ABSTRAK

Theresia Mayang, 2025. Efektivitas Media *Augmented Reality* (AR) Sebagai Media Interaktif 3D Terhadap Hasil Belajar IPAS Kelas V Sdn Pilangbango. Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun, Pembimbing I: Dr. Sri Lestari, S.Pd., M.Pd. Pembimbing II: Raras Setyo Retno, M.Pd.

Penelitian ini bertujuan untuk mengetahui efektivitas penggunaan media *augmented reality* (AR) sebagai media interaktif 3D terhadap hasil belajar siswa dalam mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) kelas V SDN Pilangbango. Penelitian menggunakan metode kuantitatif dengan pendekatan *quasi-eksperimen*, melibatkan dua kelompok: kelas eksperimen (menggunakan media AR) dan kelas kontrol (menggunakan video interaktif *youtube*), masing-masing terdiri dari 20 siswa. Instrumen berupa tes pilihan ganda sebanyak 15 soal yang telah divalidasi dan diuji reliabilitasnya. Analisis data menggunakan uji *independent sample t-test* pada program IBM SPSS 25. Hasil *pre-test* menunjukkan nilai rata-rata kelas eksperimen sebesar 47,35, sedangkan kelas kontrol sebesar 49,6. Setelah perlakuan, hasil *post-test* menunjukkan peningkatan signifikan: kelas eksperimen memperoleh rata-rata 80,1, sementara kelas kontrol 71,65. Uji *t-test* menghasilkan nilai signifikansi sebesar $0,005 < 0,05$, menunjukkan bahwa terdapat perbedaan signifikan antara hasil belajar kedua kelompok. Dengan demikian, dapat disimpulkan bahwa penggunaan media *augmented reality* (AR) efektif meningkatkan hasil belajar IPAS siswa kelas V dibandingkan penggunaan media video konvensional.

Kata kunci: *Augmented reality*, Hasil belajar, IPAS, Media interaktif, *t-test*

ABSTRACT

Theresia Mayang, 2025. The Effectiveness of Augmented Reality (AR) as a 3D Interactive Media on Learning Outcomes in IPAS for Grade V Students at SDN Pilangbango. Elementary School Teacher Education, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Advisor I: Dr. Sri Lestari, S.Pd., M.Pd. Advisor II: Raras Setyo Retno, M.Pd.

This study aims to determine the effectiveness of using augmented reality (AR) as a 3D interactive media on students' learning outcomes in the subject of Science and Social Studies (IPAS) for Grade V at SDN Pilangbango. The research employed a quantitative method with a quasi-experimental approach, involving two groups: the experimental group (using AR media) and the control group (using interactive YouTube videos), each consisting of 20 students. The instrument used was a multiple-choice test comprising 15 validated and reliable items. Data were analyzed using an independent sample t-test in IBM SPSS 25. The pre-test results showed that the experimental group had an average score of 47.35, while the control group scored 49.6. After treatment, the post-test results showed a significant increase: the experimental group achieved an average score of 80.1, while the control group scored 71.65. The t-test yielded a significance value of $0.005 < 0.05$, indicating a significant difference between the learning outcomes of the two groups. Therefore, it can be concluded that the use of augmented reality (AR) is effective in improving IPAS learning outcomes for Grade V students compared to conventional video-based media.

Keywords: Augmented reality, Learning outcomes, IPAS, Interactive media, t-test