

ABSTRACT

Luluk Sri Wahyuni. 2026. *The Use of Interactive Learning Media Based on Augmented Reality to Improve Learning Motivation and Science and Social Studies (IPAS) Learning Outcomes of Fourth-Grade Students at SDN 02 Madiun Lor, Madiun City.* Thesis. Madiun: Master's Program in Social Science Education, Graduate School, Universitas PGRI Madiun. Supervisor I: Prof. Dr. Muhammad Hanif, M.M., M.Pd., Supervisor II: Dr. Yudi Hartono, M.Pd.

Keywords: interactive learning media, Augmented Reality, learning motivation, learning outcomes, Science and Social Studies (IPAS).

The study aimed to improve students' learning motivation and learning outcomes through the implementation of interactive learning media based on Augmented Reality (AR). This research employed Classroom Action Research (CAR) using the Kemmis and McTaggart model, which was conducted in two cycles consisting of planning, implementation, observation, and reflection stages. The research subjects were 12 fourth-grade students. Data were collected through observation and documentation and analyzed using descriptive quantitative and qualitative techniques.

The results showed that the implementation of interactive learning media based on Augmented Reality successfully improved students' learning motivation and learning outcomes. Learning motivation increased from a low category with a score of 120 in the pre-cycle to 167 in Cycle I and 217 in Cycle II. Students' learning outcomes also improved, as indicated by the increase in the average score from 59.60 in the pre-cycle to 63.49 in Cycle I and 84.09 in Cycle II. Furthermore, the percentage of learning mastery increased from 25% in the pre-cycle to 41.7% in Cycle I and reached 75% in Cycle II. Therefore, interactive learning media based on Augmented Reality proved to be effective in improving the learning motivation and Science and Social Studies (IPAS) learning outcomes of fourth-grade students at SDN 02 Madiun Lor, Madiun City.

ABSTRAK

Luluk Sri Wahyuni, 2026. *Penggunaan Media Pembelajaran Interaktif Berbasis Augmented Reality Guna Meningkatkan Motivasi Dan Hasil Belajar IPAS Siswa SDN 02 Madiun Lor Kota Madiun*. Tesis. Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Prof. Dr. Muhammad Hanif, M.M., M. Pd., (II) Dr. Yudi Hartono, M.Pd.

Kata Kunci: Media pembelajaran interaktif, *Augmented Reality*, motivasi belajar, hasil belajar, IPAS.

Penelitian ini bertujuan untuk meningkatkan motivasi dan hasil belajar siswa melalui penggunaan media pembelajaran interaktif berbasis *Augmented Reality* (AR). Penelitian menggunakan metode Penelitian Tindakan Kelas (PTK) model Kemmis dan McTaggart yang dilaksanakan dalam dua siklus, masing-masing meliputi tahap perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian berjumlah 12 siswa kelas IV. Teknik pengumpulan data menggunakan observasi dan dokumentasi, sedangkan analisis data dilakukan secara deskriptif kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa penggunaan media pembelajaran interaktif berbasis *Augmented Reality* mampu meningkatkan motivasi dan hasil belajar siswa. Motivasi belajar meningkat dari kategori rendah pada pra siklus dengan skor 120 menjadi 167 pada siklus I dan 217 pada siklus II. Hasil belajar juga mengalami peningkatan yang ditunjukkan oleh rata-rata nilai siswa dari 59,60 pada pra siklus menjadi 63,49 pada siklus I dan 84,09 pada siklus II. Persentase ketuntasan belajar meningkat dari 25% pada pra siklus menjadi 41,7% pada siklus I dan mencapai 75% pada siklus II. Dengan demikian, media pembelajaran interaktif berbasis *Augmented Reality* terbukti efektif dalam meningkatkan motivasi dan hasil belajar IPAS siswa kelas IV SDN 02 Madiun Lor Kota Madiun.