

ABSTRAK

Riva Asyiam Nurfauziah (2026). **Peningkatan Kemampuan Literasi Matematis dan *Self-Efficacy* Siswa SMP Melalui Model *Project-based Learning* Berbantuan *Augmented Reality*.**

Kemampuan literasi matematis dan *self-efficacy* merupakan kemampuan yang harus dimiliki oleh siswa dalam pembelajaran matematika. Diperlukan pendekatan pembelajaran yang tidak hanya meningkatkan kemampuan kognitif saja, tetapi juga membangun *self-efficacy* siswa. Salah satu pendekatan tersebut adalah dengan menerapkan model *Project-based Learning* berbantuan *Augmented Reality*. Penelitian ini bertujuan untuk: (1) Menganalisis peningkatan kemampuan literasi matematis siswa yang memperoleh model *Project-based Learning* berbantuan *Augmented Reality* lebih tinggi daripada siswa yang memperoleh pembelajaran konvensional; (2) Mengetahui *Self-Efficacy* siswa yang memperoleh model *Project-based Learning* berbantuan *Augmented Reality* lebih baik daripada siswa yang memperoleh pembelajaran konvensional; (3) Menganalisis korelasi antara kemampuan literasi matematis dengan *Self-Efficacy* siswa yang memperoleh model *Project-based Learning* berbantuan *Augmented Reality*; (4) Menganalisis efektivitas model *Project-based Learning* berbantuan *Augmented Reality* terhadap kemampuan literasi matematis siswa. Metode penelitian yang digunakan dalam penelitian ini adalah *quasi-eksperiment* dengan desain penelitian *nonequivalen control group design* dengan *pre-test* dan *post-test*. Subjek dari penelitian ini adalah siswa kelas VII di SMPN 1 Serangpanjang Kabupaten Subang tahun ajaran 2025/2026, dengan sampel penelitian dari kelas eksperimen 38 siswa dan kelas kontrol 40 siswa. Objek yang digunakan dalam penelitian ini yaitu kemampuan literasi matematis dan *self-efficacy* siswa SMP. Berdasarkan analisis data hasil penelitian menunjukkan: (1) Peningkatan kemampuan literasi matematis siswa yang memperoleh model *Project-based Learning* berbantuan *Augmented Reality* lebih tinggi daripada siswa yang memperoleh pembelajaran konvensional; (2) *Self-Efficacy* siswa yang memperoleh model *Project-based Learning* berbantuan *Augmented Reality* lebih baik daripada siswa yang memperoleh pembelajaran konvensional; (3) Terdapat korelasi antara peningkatan kemampuan literasi matematis dan *Self-Efficacy* siswa yang memperoleh model *Project-based Learning* berbantuan *Augmented Reality*; (4) Model *Project-based Learning* berbantuan *Augmented Reality* efektif terhadap kemampuan literasi matematis siswa.

Kata Kunci: Kemampuan Literasi Matematis, *Self-Efficacy*, Model *Project-based Learning*, *Augmented Reality*

ABSTRACT

Riva Asyiam Nurfauziah (2026). *Improving Mathematical Literacy and Self-Efficacy Ability of Junior High School Students' Through Project-based Learning Models Augmented Reality-Assisted*

Mathematical literacy and self-efficacy are important skills for students in mathematics education. An instructional approach is needed not only to enhance cognitive abilities but also to build students' self-efficacy. One of the approach involves implementing an Augmented Reality-assisted Project-based Learning model. This study aims to: (1) Analyze if the improvement in mathematical literacy skills among students who received the Augmented Reality-assisted Project-based Learning model is higher than the students who received conventional instruction; (2) Determine if the self-efficacy of students who received the Augmented Reality-assisted Project-based Learning model is higher than the students who received conventional lessons; (3) To analyze the correlation between mathematical literacy skills and self-efficacy among students who received the Augmented Reality-assisted Project-based Learning model; (4) To analyze the effectiveness of the Augmented Reality-assisted Project-based Learning model on students' mathematical literacy skills. The research method used in this study was a quasi-experimental study employing a nonequivalent control group design with pre- and post-tests. The subjects of this study were seventh-grade students at SMPN 1 Serangpanjang, Subang Regency, during the 2025/2026 academic year, with a sample of 38 students in the experimental class and 40 students in the control class. The variables examined in this study were the mathematical literacy skills and self-efficacy of junior high school students. Based on the analysis of the research data, the results indicate: (1) The improvement in mathematical literacy skills among students who received the Project-based Learning model assisted by Augmented Reality was higher than the students who received conventional lessons; (2) The self-efficacy of students who received the Project-based Learning model assisted by Augmented Reality was better than the students who received conventional lessons; (3) There is a correlation between the improvement in mathematical literacy skills and self-efficacy among students who received the Project-based Learning model supported by Augmented Reality ; (4) The Project-based Learning model supported by Augmented Reality is effective to enhance students' mathematical literacy skills.

Keywords: *Mathematical Literacy Skills, Self-Efficacy, Project-based Learning Model, Augmented Reality*

RINGKESAN

Riva Asyiam Nurfauziah (2026). *Ngaronjatkeun Kamampuh Literasi Matematis jeung Self-Efficacy Murid SMP Ngalarapkeun Modél Project-based Learning nu Dirojong ku Augmented Reality*.

Kamampuh literasi matematis jeung self-efficacy mangrupa kamampuh anu kudu dipiboga ku siswa dina diajar matematika. Pendekatan pembelajaran dibutuhkeun pikeun ngaronjatkeun kamampuh diri siswa, tapi ogé pikeun ngaronjatkeun self-efficacy siswa. Pendekatan nya éta ngalarapkeun modél Project-based Learning dibantuan ku Augmented Reality. Ieu panalungtikan miboga tujuan pikeun: (1) Nganalisis ngaronjatna kamampuh literasi matematis siswa anu narima modél Project-based Learning dibantuan ku Augmented Reality anu leuwih luhur batan siswa anu narima pangajaran konvensional; (2) Mikanyaho Self-Efficacy siswa anu narima modél Project-based Learning dibantuan ku Augmented Reality leuwih alus batan siswa anu narima pangajaran konvensional; (3) Nganalisis korélasi antara kamampuh literasi matematis jeung Self-Efficacy siswa anu narima modél Project-based Learning dibantuan ku Augmented Reality; (4) Nganalisis efektivitas modél Project-based Learning kalawan Augmented Reality dina kamampuh literasi matematis siswa. Méthode panalungtikan anu digunakeun dina ieu panalungtikan nya éta quasi-experiment kalawan desain nonequivalent control group kalawan pre-test and post-test. Subjek dina ieu panalungtikan nya éta siswa kelas VII SMPN 1 Serangpanjang Kabupaten Subang taun ajaran 2022 kalawan sampel panalungtikan. 38 siswa jeung kelas kontrol 40 siswa. Objék anu digunakeun dina ieu panalungtikan nya éta kamampuh literasi matematis jeung self efficacy siswa SMP. Dumasar kana analisis data, hasil panalungtikan némbongkeun: (1) ngaronjatna kamampuh literasi matematis siswa anu narima modél Project-based Learning dibantuan ku Augmented Reality leuwih luhur batan siswa anu narima pangajaran konvensional; (2) Self-Efficacy siswa anu narima modél Project-based Learning dibantuan ku Augmented Reality leuwih alus batan siswa anu narima pangajaran konvensional; (3) Aya korélasi antara ngaronjatna kamampuh literasi matematis jeung Self-Efficacy siswa anu narima modél Project-based Learning dibantuan ku Augmented Reality; (4) Modél Pangajaran Berbasis Proyék anu dibantuan ku Augmented Reality éféktif kana kamampuh literasi matematis siswa.

Kecap Konci: Kamampuh Literasi Matematis, Self-Efficacy, Modél Project-based Learning, Augmented Reality