

**PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN
MEDIA *AUGMENTED REALITY* TERHADAP KEMAMPUAN BERPIKIR
KRITIS SISWA KELAS III SEKOLAH DASAR**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh kemampuan berpikir kritis siswa kelas III di SDN Wangisagara 03. Tujuan dari penelitian ini yaitu untuk mengetahui pengaruh model *Problem Based Learning* Berbantuan media *Augmented Reality* terhadap kemampuan berpikir kritis siswa kelas III Sekolah Dasar. Metode yang digunakan pada penelitian ini, yaitu metode eksperimen dengan jenis kuasi eksperimen. Desain penelitian yang digunakan, yaitu *Nonequivalent Control Group Design*. Populasi dalam penelitian ini yaitu seluruh siswa kelas III SDN Wangisagara 03 Kecamatan Majalaya, Kabupaten Bandung sebanyak 56 orang, dengan sampel sebanyak 56 orang yang terdiri dari 28 orang siswa kelas III A sebagai kelas eksperimen dan 28 orang siswa kelas III B sebagai kelas kontrol menggunakan teknik *sampling jenuh*. Instrumen yang digunakan terdiri atas instrumen tes berupa 15 butir soal pilihan ganda dan instrumen non tes berupa lembar observasi serta dokumentasi. Teknik analisis data meliputi uji normalitas, uji homogenitas, uji hipotesis menggunakan uji *Mann-Whitney*, dan uji *effect size* dengan bantuan IBM SPSS Statistics 27. Hasil penelitian menunjukkan terdapat pengaruh yang signifikan dari penerapan model *Problem Based Learning* berbantuan media *Augmented Reality* terhadap kemampuan berpikir kritis siswa, dibuktikan dengan nilai rata-rata *posttest* kelas eksperimen sebesar 58,54 lebih tinggi dibandingkan kelas kontrol sebesar 40,25 dan nilai signifikansi uji *Mann-Whitney* sebesar $0,000 < 0,05$ sehingga H_0 ditolak dan H_1 diterima, yang berarti terdapat pengaruh yang signifikan model *Problem Based Learning* berbantuan media *Augmented Reality* terhadap kemampuan berpikir kritis siswa kelas III Sekolah Dasar; serta pengaruh model *Problem Based Learning* berbantuan media *Augmented Reality* terhadap kemampuan berpikir kritis siswa memperoleh nilai *effect size* sebesar 1,38 yang termasuk dalam kategori *very large effect* (efek sangat besar). Berdasarkan hasil penelitian, dapat disimpulkan bahwa model *Problem Based Learning* berbantuan media *Augmented Reality* berpengaruh signifikan dan memberikan efek yang sangat besar dalam meningkatkan kemampuan berpikir kritis siswa kelas III SDN Wangisagara 03 dibandingkan dengan pembelajaran *direct instructional*.

Kata Kunci: *Problem Based Learning*, *Augmented Reality*, Kemampuan Berpikir Kritis, Siswa Sekolah Dasar

**THE EFFECT OF PROBLEM-BASED LEARNING MODEL ASSISTED BY
AUGMENTED REALITY MEDIA ON THE CRITICAL THINKING SKILLS
OF THIRD GRADE ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This research is motivated by the critical thinking ability of third-grade students at SDN Wangisagara 03. The purpose of this study was to determine the effect of the Problem Based Learning model Assisted by Augmented Reality media on the critical thinking ability of third-grade elementary school students. The method used in this study is an experimental method with a quasi-experimental type. The research design used is Nonequivalent Control Group Design. The population in this study were all third-grade students of SDN Wangisagara 03, Majalaya District, Bandung Regency, consisting 56 students, with a sample of 56 people consisting of 28 students of class III A as the experimental class and 28 students of class III B as the control class using the saturated sampling techniques. The instruments used consisted of a test instrument in the form of 15 multiple-choice questions and a non-test instrument in the form of an observation sheet and documentation. Data analysis techniques include normality test, homogeneity test, hypothesis test using Mann-Whitney test, and effect size test with the help of IBM SPSS Statistics 27. The results of the study showed that there was a significant influence of the application of the Problem Based Learning model assisted by Augmented Reality media on students' critical thinking skills, as evidenced by the average posttest value of the experimental class of 58.54 which was higher than the control class of 40.25 and the significance value of the Mann-Whitney test of $0.000 < 0.05$ so that H_0 was rejected and H_1 was accepted, which means there was a significant influence of the Problem Based Learning model assisted by Augmented Reality media on the critical thinking skills of grade III Elementary School students; and the influence of the Problem Based Learning model assisted by Augmented Reality media on students' critical thinking skills yielded an effect size of 1.38 which is included in the very large effect category. Based on the research results, it can be concluded that the Problem-Based Learning model assisted by Augmented Reality media has a significant effect and substantially improves students' critical thinking skills on improving the critical thinking skills of third-grade students at SDN Wangisagara 03 compared to direct instructional learning.

Keywords: *Problem-Based Learning, Augmented Reality, Critical Thinking Skills, Elementary School Students*

**PANGARUH MODEL PROBLEM BASED LEARNING DIBANTU MÉDIA
AUGMENTED REALITY KANA KAMAMPUH BERPIKIR KRITIS SISWA
KELAS III SAKOLA DASAR**

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ABSTRAK

Kasangtukung panalungtikan ieu nyaéta kurang mampuhna kamampuh berpikir kritis barudak atikan kelas III di SDN Wangisagara 03. Tujuan tina panalungtikan ieu nyaéta pikeun mikanyaho pangaruh modél Problem Based Learning dibantu ku média Augmented Reality kana kamampuh berpikir kritis barudak atikan kelas III Sakola Dasar. Méthode anu dipaké dina panalungtikan ieu nyaéta méthode ékspérimén jenis kuasi ékspérimén. Désain panalungtikan anu dipaké nyaéta *Nonéquivalent Control Group Design*. Populasi dina panalungtikan ieu nyaéta sakabéh barudak atikan kelas III SDN Wangisagara 03 Kacamatan Majalaya, Kabupatén Bandung, anu jumlahna 56 urang, anu nyokot sampélna maké téknik sampling jenuh anu jumlahna 56 urang. Anapon dua kelas anu dipaké nyaéta kelas ékspérimén lobana 28 urang nyaéta kelas III A sarta kelas kontrol lobana 28 urang nyaéta kelas III B. Instrumén anu dipaké tina panalungtikan ieu dibagi jadi dua, nyaéta instrumén tés jeung instrumén nontés. Instrumén tés mangrupa soal pilihan ganda lobana 15 soal sarta instrumén nontés mangrupa obsérvasi sarta dokuméntasi. Téknik analisis data anu dipaké nyaéta uji normalitas, uji homogénitas, uji hipotésis nyaéta uji *Mann-Whitney* jeung uji *éfféct sizé* anu maké bantuan IBM SPSS *statistics* 29. Hasil panalungtikan nunjukkeun yén ayana pangaruh anu signifikan tina pamakéan modél Problem Based Learning dibantu ku média Augmented Reality kana kamampuh berpikir kritis barudak atikan. Hal ieu bisa ngabuktikeun yén nilai rata-rata *posttest* kelas ékspérimén lobana 58,54 leuwih luhur batan kelas kontrol lobana 40,25, sarta hasil uji *Mann-Whitney* anu peunteuna signifikansi $0,000 < 0,05$ hasilna H_0 ditolak H_1 ditarima, hartina yén aya pangaruh modél Problem Based Learning dibantu ku média Augmented Reality kana kamampuh berpikir kritis barudak atikan kelas III Sakola Dasar. Dumasar kana hasil uji *éfféct sizé* kapanggih yén ayana pangaruh modél *Problem Based Learning* dibantu ku média Augmented Reality kana kamampuh berpikir kritis barudak atikan anu lobana 1,38 jeung kaasup kana kategori *very large effect* (épék ageung pisan).

Kecap Pamageuh: *Problem Based Learning, Augmented Reality, Kamampuh Berpikir Kritis*