

ABSTRACT

HALIZA SHALSABILLAH. 2024. THE EFFECT OF AUGMENTED REALITY (AR) LEARNING MEDIA ON VIRUS MATERIAL ON STUDENTS' CRITICAL THINKING ABILITY (Experimental Study in Class X SMA Negeri 1 Sumber Cirebon Regency Academic Year 2023/3024). Biology Education Departement, Faculty of Science and Teacher's Training, Siliwangi University, Tasikmalaya.

In the world of education, digital information technology is often used in implementing and organizing the teaching and learning process. In the utilization of 3D technology applied as a learning medium, Augmented Reality is one of the information technologies that utilize a 3D model. This study aims to determine the effect of Augmented Reality learning media on students' critical thinking abilities at SMA Negeri 1 Sumber in the academic year 2023/2024. The method used in this study is quasi-experimental design. The design used in this study is a non-equivalent control group pretest-posttest design with purposive sampling technique. The instrument used in this study consisted of 14 valid essay questions. The analysis technique was conducted with two tests: normality and homogeneity tests measured using IBM SPSS Ver 6. The data from the independent t-test yielded an average posttest score of 30.06 for the experimental class and 24.09 for the control class, and the hypothesis test showed a Sig. value (2-tailed) of $0.000 \leq 0.05$. Thus, it can be concluded that the use of Augmented Reality technology as a learning medium has a significant effect on students' critical thinking abilities.

Keywords: Learning Media, Augmented Reality, Critical Thinking.