

## ABSTRACT

ABDULLAH MUKHSIN HIDAYAT. 2026. **The Effect of Augmented Reality Learning Media on Student Learning Engagement in Class XI F1 at SMAN 1 Sindangkasih.** History Education. Faculty of Teacher Training and Education. Siliwangi University.

This study was motivated by the low level of student learning engagement in history classes in Class XI F1 at SMAN 1 Sindangkasih, which has not met the indicators of learning engagement. This condition is caused by the use of monotonous learning media, resulting in students being less actively involved in the history learning process. This study aims to determine the influence and improvement of student learning engagement through the use of Augmented Reality learning media, examined based on constructivist theory. The method used was a quasi-experimental study with a non-equivalent control group design. The research sample consisted of two classes, namely the experimental class and the control class, each comprising 37 students. Data collection utilized a Likert scale questionnaire that had been tested for validity and reliability. Data analysis was conducted through normality tests, homogeneity tests, hypothesis testing, and N-Gain tests to determine the level of improvement in student learning activity. The results showed that the hypothesis test yielded a significance value (Sig.) of  $0.001 < 0.05$ , so  $H_0$  was rejected and  $H_a$  was accepted, meaning there is a significant effect of the use of Augmented Reality media on student learning activity. In addition, the N-Gain test results for the experimental class fell into the high category with a score of 0.74, indicating a greater increase in learning engagement compared to the control class. Based on constructivist theory, this improvement occurred because students actively constructed knowledge through interactive, exploratory history learning experiences. The conclusion of this study is that Augmented Reality learning media is effective in enhancing student learning engagement because it fosters student-centered learning and aligns with constructivist principles, where students actively construct knowledge through meaningful interactions and learning experiences.

**Keywords: Augmented Reality, Learning Engagement, History Education**