

ABSTRAK

SYALMA AWALIA FITRI. 2026. **Pengaruh Media Pembelajaran Berbasis *Augmented Reality* (AR) Terhadap Hasil Belajar dan *Self Confidence* Peserta Didik Pada Materi Bakteri (Studi Eksperimen dikelas X SMAN 9 Tasikmalaya 2025/2026).** Jurusan Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi.

Hasil belajar merupakan indikator penting keberhasilan pembelajaran karena menunjukkan sejauh mana peserta didik memahami dan menguasai materi. Selain itu, *self confidence* penting dimiliki peserta didik karena mendorong keberanian mengemukakan pendapat, berpartisipasi aktif, serta menyelesaikan tugas dengan baik. Namun, kenyataannya hasil belajar dan *self confidence* masih rendah karena proses pembelajaran belum memanfaatkan media inovatif dan interaktif secara optimal. Salah satu upaya untuk meningkatkan hasil belajar dan *self confidence* peserta didik yaitu melalui penggunaan media pembelajaran berbasis *Augmented Reality* (AR). Penelitian ini bertujuan untuk mengetahui pengaruh media pembelajaran berbasis *Augmented Reality* (AR) terhadap hasil belajar dan *self confidence* peserta didik pada materi bakteri di kelas X SMAN 9 Kota Tasikmalaya. Metode penelitian yang digunakan adalah *quasi experiment* dengan desain *nonequivalent control group design*. Populasi penelitian adalah seluruh peserta didik kelas X SMAN 9 Kota Tasikmalaya tahun ajaran 2025/2026. Teknik pengambilan sampel menggunakan *purposive sampling*, sehingga diperoleh kelas X-2 sebagai kelas eksperimen yang menggunakan media pembelajaran berbasis AR dan kelas X-1 sebagai kelas kontrol yang menggunakan media gambar dan video. Instrumen penelitian berupa tes hasil belajar terdiri dari 24 soal pilihan majemuk dan 10 soal uraian, serta angket *self confidence* sebanyak 13 pernyataan. Analisis data menggunakan *Quade Rank of Covariance* dan *Quade Rank Multivariate Analysis of Covariance*. Hasil penelitian menunjukkan nilai signifikansi 0,000 ($p < 0,05$) sehingga dapat disimpulkan bahwa media pembelajaran berbasis *Augmented Reality* (AR) berpengaruh terhadap hasil belajar dan *self confidence* peserta didik pada materi bakteri.

Kata Kunci: *augmented reality* (AR), hasil belajar, *self confidence*, bakteri

ABSTRACT

SYALMA AWALIA FITRI. 2026. *The Effect of Augmented Reality (AR)-Based Learning Media on Students' Learning Outcomes and Self-Confidence in Bacterial Material (An Experimental Study in Grade X, SMAN 9 Tasikmalaya, 2025/2026)*. Department of Biology Education, Faculty of Teacher Training and Education, Siliwangi University.

Learning outcomes are an important indicator of teaching effectiveness, as they show the extent to which students understand and master the material. In addition, self-confidence is essential for students because it encourages them to express opinions, participate actively, and complete tasks effectively. However, in reality, students' learning outcomes and self-confidence are still relatively low because the learning process has not optimally utilized innovative and interactive media. One effort to improve learning outcomes and self-confidence is through the use of Augmented Reality (AR)-based learning media. This study aims to examine the effect of AR-based learning media on students' learning outcomes and self-confidence in bacterial material in Grade X at SMAN 9 Tasikmalaya. The research method employed was a quasi-experimental design with a nonequivalent control group design. The population consisted of all Grade X students at SMAN 9 Tasikmalaya in the 2025/2026 academic year. Purposive sampling was used to select the sample, resulting in Grade X-2 as the experimental class using AR-based media and Grade X-1 as the control class using images and videos. The research instruments included a learning outcomes test consisting of 24 multiple-choice questions and 10 essay questions, as well as a self-confidence questionnaire with 13 statements. Data were analyzed using Quade Rank of Covariance and Quade Rank Multivariate Analysis of Covariance. The results showed a significance value of 0.000 ($p < 0.05$), indicating that AR-based learning media has a positive effect on students' learning outcomes and self-confidence in bacterial material.

Keywords: *augmented reality (AR), learning outcomes, self-confidence, bacteria*