

ABSTRAK

Maudiyawati, 2025. *Pengaruh Penggunaan Media Assemblr EDU berbasis Augmented Reality Terhadap Minat Belajar Siswa Pada Mata Pelajaran IPA di SMP Negeri 33 Makassar.* Skripsi Program Studi Teknologi Pendidikan Fakultas Keguruan dan Ilmu Pendidikan Universitas Muhammadiyah Makassar. Pembimbing I Akram dan Pembimbing II Wahyudin.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media *Assemblr EDU* berbasis *Augmented Reality* terhadap minat belajar siswa mata pelajaran IPA di SMP Negeri 33 Makassar. Penelitian menggunakan pendekatan kuantitatif dengan metode eksperimen yakni desain pre-eksperimen desain (*One Shot Case Study*). Sebanyak 73 sampel siswa dari SMP Negeri 33 Makassar dilibatkan dalam penelitian ini. Instrumen yang peneliti gunakan yakni lembar observasi dan lembar angket untuk mengukur pengaruh media *Assemblr EDU* berbasis *Augmented Reality* terhadap minat belajar siswa.

Hasil penelitian menunjukkan penggunaan media *Assemblr EDU* berbasis *Augmented Reality* terhadap siswa di SMP Negeri 33 Makassar memiliki pengaruh sangat baik. Hasil analisis statistik deskriptif dan inferensial saat menggunakan media pembelajaran *Assemblr EDU* berbasis *Augmented Reality*. Diketahui bahwa ditemukan pada indikator perasaan senang sebanyak 86,30% siswa memilih bahwa dengan penggunaan media *Assemblr EDU* berbasis *Augmented Reality* suasana dikelas menjadi lebih menyenangkan, kemudian pada indikator perhatian siswa sebanyak 86,30% siswa fokus dan menyimak pembelajaran IPA menggunakan media *Assemblr EDU* berbasis *Augmented Reality*, adapun pada indikator ketertarikan siswa sebanyak 83,56% siswa merasa puas dan betah belajar IPA menggunakan media *Assemblr EDU* berbasis *Augmented Reality* dan pada indikator keterlibatan siswa sebanyak 86,30% dengan kategori baik. Dari hasil penelitian tersebut dapat disimpulkan bahwa terdapat pengaruh positif yang signifikan dengan penggunaan Media *Assemblr EDU* berbasis *Augmented Reality* Terhadap Minat Belajar Siswa Pada Mata Pelajaran IPA di SMP Negeri 33 Makassar.

Kata Kunci : Media *Assemblr EDU* berbasis *Augmented Reality*, Minat Belajar

ABSTRACT

Maudiyawati, 2025. *The Effect of the Use of Augmented Reality-based Assemblr EDU Media on Students' Learning Interest in Science Subjects at SMP Negeri 33 Makassar. Thesis of the Educational Technology Study Program, Faculty of Teacher Training and Education, University of Muhammadiyah Makassar. Supervisor I Akram and Supervisor II Wahyudin.*

This study aims to determine the effect of the use of Augmented Reality-based Assemblr EDU media on the learning interest of science students at SMP Negeri 33 Makassar. The research uses a quantitative approach with an experimental method, namely a design of pre-experiment design (One Shot Case Study). A total of 73 samples of students from SMP Negeri 33 Makassar were involved in this study. The instruments used by the researcher were observation sheets and questionnaire sheets to measure the influence of Augmented Reality-based Assemblr EDU media on students' learning interests.

The results of the study show that the use of Augmented Reality-based Assemblr EDU media on students at SMP Negeri 33 Makassar has a very good influence. The results of descriptive and inferential statistical analysis when using Assemblr EDU learning media based on Augmented Reality. It is known that it was found in the indicator of feeling happy as many as 86.30% of students chose that with the use of Augmented Reality-based Assemblr EDU media, the atmosphere in class became more fun, then in the student attention indicator as many as 86.30% of students focused and listened to science learning using Augmented Reality-based Assemblr EDU media, as for the student interest indicator, as many as 83.56% of students felt satisfied and at home learning science using Assemblr EDU media based on Augmented Reality and on the student engagement indicator as much as 86.30% with a good category. From the results of the study, it can be concluded that there is a significant positive influence on the use of media Assemblr EDU based on Augmented Reality on Students' Learning Interest in Science Subjects at SMP Negeri 33 Makassar.

Keywords: *Assemblr EDU Media based on Augmented Reality, Learning Interest*