ABSTRAK

Nurul Habibah Azzahra (1202060067) : Pengaruh Media Pembelajaran *Augmented Reality* Terhadap Keterampilan Berpikir Kreatif Siswa Pada Materi Sistem Saraf.

Pembelajaran abad 21 menuntut siswa untuk memiliki keterampilan, salah satunya yaitu keterampilan berpikir kreatif sehingga penting untuk dikembangkan di sekolah. Penelitian ini bertujuan untuk menganalisis pengaruh media *Augmented Reality* terhadap keterampilan berpikir kreatif siswa pada materi sistem saraf. Metode penelitian yang digunakan yaitu *Quasi Experiment* dengan pendekatan kuantitatif. Data hasil penelitian menunjukan bahwa kualitas pembelajaran terlaksana sangat baik dengan rata-rata persentase aktivitas guru sebesar 89.5% dan aktivitas siswa 86.5%. Baiknya kualitas pembelajaran direspon kuat oleh siswa yang memperoleh persentase sebesar 75%. Hasil keterampilan berpikir kreatif siswa kelas eksperimen memperoleh *N-gain* sebesar 0.70 dengan kategori tinggi dan kelas kontrol memperoleh *N-gain* 0.56 dengan kategori sedang. Hasil uji hipotesis menunjukan Sig.2-*tailed* (0.01) < 0.05 yang artinya H_0 ditolak dan H_1 diterima. Berdasarkan data hasil tersebut dapat disimpulkan bahwa penggunaan media *Augmented Reality* berpengaruh positif terhadap keterampilan berpikir kreatif siswa pada materi sistem saraf.

Kata Kunci : *Augmented Reality*, Keterampilan Berpikir Kreatif.

ABSTRACT

Nurul Habibah Azzahra (1202060067) : *The Effect of Augmented Reality Learning Media on Students' Creative Thinking Skills on Nervous System Material.*

21st century learning requires students to have skills, one of which is creative thinking skills so it is important to develop in schools. This study aims to analyze the effect of Augmented Reality media on students' creative thinking skills on nervous system material. The research method used is Quasi Experiment with a quantitative approach. The research data showed that the quality of learning was very well implemented with an average percentage of teacher activity of 89.5% and student activity of 86.5%. The good quality of learning was responded strongly by students who obtained a percentage of 75%. The results of the creative thinking skills of experimental class students obtained an N-gain of 0.70 with a high category and the control class obtained an N-gain of 0.56 with a medium category. The hypothesis test results show Sig.2-tailed (0.01) <0.05 which means H0 is rejected and H1 is accepted. Based on the data results it can be concluded that the use of Augmented Reality media has a positive effect on students' creative thinking skills on nervous system material.

Keywords : *Augmented Reality, Creative thinking skills.*