

Elvina Dhamayanti, 2025. *Pengembangan Majalah Konteks Pantai Camplong Berbantuan Augmented Reality untuk Meningkatkan Keterampilan Berpikir Kritis Siswa*. Skripsi, Program Studi Pendidikan IPA, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Try Hartiningsih.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui kevalidan majalah konteks Pantai Camplong berbantuan *Augmented Reality*, keterbacaan majalah, respons siswa terhadap majalah dan peningkatan keterampilan berpikir kritis siswa. Jenis penelitian yaitu *Research & Development (R&D)*, menggunakan model ADDIE yang terdiri 5 tahap yaitu *analyze, design, develop, implement* dan *evaluate*. Penelitian menggunakan desain *One Group Pretest-Posttest*. Subjek penelitian ini yaitu kelas VII-G UPTD SMP Negeri 1 Bangkalan tahun ajaran 2024/2025. Hasil penelitian menunjukkan bahwa: 1) Majalah konteks Pantai Camplong berbantuan *Augmented Reality* memperoleh hasil validasi media 94,58% kategori sangat valid dan hasil validasi materi 90,83% kategori sangat valid, 2) Keterbacaan majalah mendapatkan nilai rata-rata pada uji perorangan yaitu 86,75% kategori sangat baik, uji kelompok kecil 82,98% kategori baik dan tahap implementasi memperoleh nilai 90,87% kategori sangat baik, 3) Respons siswa terhadap majalah mendapatkan nilai rata-rata pada uji perorangan yaitu 87,62% kategori sangat baik, uji kelompok kecil 83,06% kategori baik dan tahap implementasi memperoleh nilai 90,63% kategori sangat baik, 4) Majalah konteks Pantai Camplong berbantuan *Augmented Reality* meningkatkan keterampilan berpikir kritis siswa dengan hasil *N-Gain Score* sebesar 0,61 kategori sedang. Kesimpulan dari penelitian ini adalah majalah konteks Pantai Camplong berbantuan *Augmented Reality* valid dan dapat digunakan untuk meningkatkan keterampilan berpikir kritis siswa.

Kata kunci: *augmented reality*, keterampilan berpikir kritis, majalah, pantai Camplong.

Elvina Dhamayanti, 2025. *Development of Camplong Beach Context Magazine Assisted by Augmented Reality to Improve Students' Critical Thinking Skills*. Thesis, Science Education Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Advisor: Try Hartiningsih.

ABSTRACT

This study aims to determine the validity of the Camplong Beach context magazine assisted by Augmented Reality, improving students' critical thinking skills, magazine readability, and students' responses to the magazine. The type of research is Research & Development (R&D), using the ADDIE model which consists of 5 stages, namely analyze, design, develop, implement and evaluate. The study uses a One Group Pretest-Posttest research design. The subjects of this study were class VII-G UPTD SMP Negeri 1 Bangkalan in the 2024/2025 academic year. The results of the study showed that: 1) The Camplong Beach context magazine assisted by Augmented Reality obtained a media expert validation result of 94.58% in the very valid category and a material validation result of 90.83% in the very valid category, 2) The readability of the magazine in the individual test obtained a value of 86.75% in the very good category, the small group test 82.98% in the good category and at the large group implementation stage 90.87% in the very good category, 3) Students' responses to the magazine in the individual test obtained a value of 87.62% in the very good category, the small group test 83.06% in the good category and at the implementation stage with a large group obtained 90.63% in the very good category, 4) The Camplong Beach context magazine assisted by Augmented Reality improved students' critical thinking skills with an N-Gain Score of 0.61 in the moderate category. The conclusion of this study is that the Camplong Beach context magazine assisted by Augmented Reality is valid and can be used to improve students' critical thinking skills.

Keywords: *augmented reality, critical thinking skills, magazine, Camplong beach.*