

Devi Ramadhani. 2023. Pengaruh Media Kartu Bergambar Berbasis *Augmented Reality* dengan Model *Discovery Learning* terhadap Kemampuan Menulis Teks Deskripsi Siswa Kelas VII SMPN 3 Bangkalan. Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ayyu Subhi Farahiba, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilakukan berdasarkan permasalahan siswa yang masih kesulitan untuk menulis teks deskripsi sesuai struktur dan kaidah kebahasaan yang benar. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media kartu bergambar berbasis *augmented reality* dengan model *discovery learning* terhadap kemampuan menulis teks deskripsi siswa kelas VII SMPN 3 Bangkalan. Penelitian ini merupakan penelitian kuantitatif model eksperimen menggunakan desain *Quasi Experimental Design* dengan bentuk *Nonequivalent Control Group Design*. Populasi pada penelitian ini yaitu seluruh siswa kelas VII SMPN 3 Bangkalan tahun pembelajaran 2022-2023. Sampel pada penelitian ini yaitu kelas VII A sebagai kelas eksperimen dan kelas VII B sebagai kelas kontrol. Teknik pengambilan sampel menggunakan *purposive sampling*. Teknik pengumpulan data menggunakan observasi, tes, dan angket. Teknik analisis instrumen penelitian menggunakan uji validitas dan uji reliabilitas, sedangkan analisis data menggunakan uji normalitas, uji homogenitas, dan uji t. Hasil uji t diperoleh nilai $t_{hitung} 3,688769528 > t_{tabel} 1,998971517$, artinya terdapat pengaruh yang signifikan antara penggunaan media kartu bergambar berbasis *augmented reality* dengan model *discovery learning* terhadap kemampuan menulis teks deskripsi siswa kelas VII SMP Negeri 3 Bangkalan.

Kata kunci: kartu bergambar, *augmented reality*, *discovery learning*, teks deskripsi

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ABSTRACT

This research was conducted based on the problems of students who still have difficulty writing description texts according to the correct structure and language rules. This study aims to determine the effect of using picture card media based on augmented reality with a discovery learning model on the ability to write description texts for grade VII students of SMPN 3 Bangkalan. This research is a quantitative research experimental model using Quasi Experimental Design design with the form of Nonequivalent Control Group Design. The population in this study is all grade VII students of SMPN 3 Bangkalan for the 2022-2023 learning year. The samples in this study were class VII A as an experimental class and class VII B as a control class. The sampling technique uses purposive sampling. Data collection techniques use observation, tests, and questionnaires. Research instrument analysis techniques use validity tests and reliability tests, while data analysis uses normality tests, homogeneity tests, and t tests. The results of the t test obtained value $t_{count} 3.688769528 > t_{table} 1.998971517$, meaning that there is a significant influence between the use of picture card media based on augmented reality with the discovery learning model on the ability to write description texts for grade VII students of SMP Negeri 3 Bangkalan.

Keywords: *picture cards, augmented reality, discovery learning, description text*