

**AUGMENTED REALITY USE IN ELT:  
THE IMPACT ON STUDENT' CONTENT  
UNDERSTANDING IN ENGLISH MATERIAL**

**THESIS**

Submitted in partial fulfillment of the requirement for the degree of  
Sarjana Pendidikan (S.Pd) in Teaching English



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## ABSTRACT

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*Keywords: Augmented Reality, Learning Media, Students' Content Understanding.*

Augmented Reality (AR) is part of learning media that can help students enhance their understanding of English language materials. Augmented Reality is media that serves the 3D object and combines the virtual and real world through the card marker. This study used qualitative research. The subject of this study is eighth grade of SMPN 3 Gresik. This study aims to find students' perceptions of using augmented reality in assisting their learning and how to enhance learning motivation in understanding English materials. This study uses descriptive qualitative research. The data were collected through the questionnaire and interview of the students in SMPN 3 Gresik. The findings show that augmented reality provides a new insight into using interactive media in the learning process. 56,7% of students affirmed that augmented reality is effective in enhancing memory retention. Additionally, it facilitates better comprehension of learning materials. Augmented reality gives new experiences in the learning process that influence students' motivation to learn English materials.

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*Kata Kunci: Augmented Reality, Media Pembelajaran, Pemahaman konten siswa.*

Augmented Reality (AR) merupakan bagian dari media pembelajaran yang dapat membantu siswa dalam meningkatkan pemahaman mereka terhadap materi Bahasa Inggris. Augmented Reality merupakan media yang menyajikan objek 3D dan menggabungkan dunia maya dan dunia nyata melalui kartu marker. Penelitian ini menggunakan penelitian kualitatif. Subjek penelitian ini adalah siswa kelas VIII SMPN 3 Gresik. Penelitian ini bertujuan untuk menemukan persepsi siswa tentang penggunaan augmented reality dalam membantu pembelajaran mereka dan bagaimana cara meningkatkan motivasi belajar dalam memahami materi bahasa Inggris. Penelitian ini menggunakan penelitian kualitatif deskriptif. Data dikumpulkan melalui kuesioner dan wawancara terhadap siswa di SMPN 3 Gresik. Hasil penelitian menunjukkan bahwa augmented reality memberikan wawasan baru tentang penggunaan media interaktif dalam proses pembelajaran. Sebanyak 56,7% siswa menyatakan bahwa augmented reality efektif dalam meningkatkan daya ingat. Selain itu, hal ini memfasilitasi pemahaman yang lebih baik terhadap materi pembelajaran. Augmented reality memberikan pengalaman baru dalam proses pembelajaran yang mempengaruhi motivasi siswa untuk mempelajari materi bahasa Inggris.

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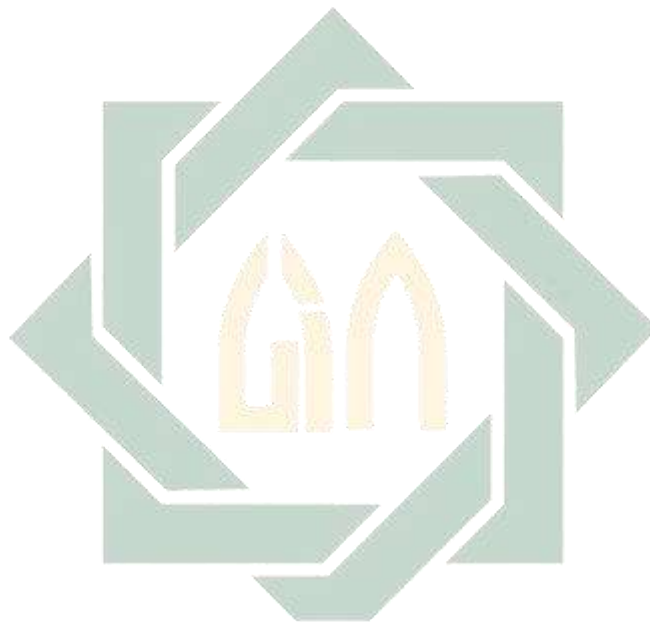
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## LIST OF ABBREVIATION

ELT: English Language Teaching

AR: Augmented Reality

SMPN: Sekolah Menengah Pertama Negeri



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