

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE TARI
BAMBU BERBANTUAN MEDIA *AUGMENTED REALITY* (AR)
TERHADAP SIKAP SOSIAL SISWA KELAS IV SD GUGUS VII
GIANYAR TAHUN PELAJARAN 2024/2025**

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ABSTRAK

Pengimplementasian sikap sosial dalam pendidikan ditunjukkan dengan interaksi yang dilakukan siswa dengan guru dan teman sebayanya. Namun seiring dengan berkembangnya zaman, generasi muda saat ini justru menunjukkan bahwa sikap sosial mereka mulai menurun. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe tari bambu berbantuan media *augmented reality* (AR) terhadap sikap sosial siswa kelas IV SD. Penelitian ini merupakan penelitian eksperimen semu (*quasi eksperiment*), dengan desain *non-equivalent post test only control group design*. Populasi penelitian ini merupakan siswa kelas IV SD Gugus VII Gianyar yang berjumlah 163 orang. Pengambilan sampel menggunakan *cluster random sampling*. Metode pengumpulan data yang digunakan adalah metode non-tes dengan rubrik bantu observasi. Data hasil penelitian dianalisis dengan statistik inferensial (uji-t). Pengujian hipotesis melalui perhitungan uji-t dengan taraf signifikan 0,5 memperoleh hasil $t_{hitung} = 2,041633$ dan $t_{tabel} = 1,688$. Diperoleh hasil $t_{hitung} > t_{tabel}$ ($2,041633 > 1,688$) sehingga terdapat pengaruh yang signifikan pada penerapan model pembelajaran kooperatif tipe tari bambu berbantuan media *augmented reality* (AR) terhadap sikap sosial siswa kelas IV. Implikasi penelitian ini yaitu model pembelajaran kooperatif tipe tari bambu berbantuan media *augmented reality* (AR) dapat menciptakan lingkungan belajar yang aktif dan toleran sehingga meningkatkan pemahaman siswa mengenai nilai-nilai sikap sosial.

Kata-kata kunci: Model pembelajaran kooperatif tipe tari bambu, *augmented reality* (AR), sikap sosial.

**EFFECT OF COOPERATIVE LEARNING MODEL BAMBOO DANCE
TYPE ASSISTED BY MEDIA AUGMENTED REALITY (AR) ON THE
SOCIAL ATTITUDES OF STUDENTS CLASS IV GUGUS VII GIANYAR
ACADEMIC YEAR 2024/2025**

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ABSTRACT

Implementation of social attitudes in education is indicated by the interactions carried out by students with teachers and peers. But along with the development of the times, the young generation today actually shows that their social attitudes began to decline. This study aims to determine the effect of the Bamboo Dance Type Cooperative Learning Model assisted by Media Augmented Reality (AR) on the social attitudes of grade IV elementary school students. This research is a quasi experimental study (quasi experiment), with a non-Equivalent post test only control group design. The population of this study is a grade student of Gianyar Gugus VII Elementary School totaling 163 people. Sampling using a cluster random sampling. The data collection method used is a non-test method with observation auxiliary rubrics. The research data were analyzed with inferential statistics (T-test). Hypothesis testing through the t-test calculation with a significant level of 0.5 obtains the result of $t_{count} = 2,041633$ and $t_{table} = 1,688$. Obtained $t_{count} results > t_{table}$ ($2,041633 > 1,688$) so that there is a significant influence on the application of the Bamboo Dance Type Cooperative Learning Model assisted by Media Augmented Reality (AR) on the social attitudes of grade IV students. The implications of this study are the Bamboo Dance Type Cooperative Learning Model assisted by Media Augmented Reality (AR) can create an active and tolerant learning environment so as to increase students' understanding of the values of social attitudes.

Keywords: Bamboo Dance Type Cooperative Learning Model, Augmented Reality (AR), Social Attitude.