

ABSTRACT

FIFIT FITRIANI, 2019 “Using Augmented Reality To Support Writing Activities In Junior High School.” (A quasi-experimental study at the class 8th graders of smp daya warga bakti bojongsoang, bandung).

The using of technology provides education with many solutions to create a new teaching and learning environment. Augmented Reality is believed to provide the solution, particularly for teaching writing. The research was aimed to investigate how Augmented Reality was implemented in teaching writing.

This study was conducted on 21th October until 30th October 2019 at SMP Daya Warga Bakti Bojongsoang Bandung. This study used quantitative method with pre-experimental design. The sampling technique used in this study was group random sampling. One class was taken as the sample of this study. The data obtained from experiment class through pre-test and post-test results were analyzed by using SPSS.

The observation in the form of a teaching program was applied for four meetings. The first was the pre-test session. Moreover, the second and the third were the teaching implementation using Augmented Reality. The forth meeting was post-test session.

The results showed that the maximum score for the pre-test is 75, and the minimum score is 40. For the mean of pre-test score is 57.38. Moreover, the minimum score for the post-test is 65 and the maximum score is 92. For the mean of post-test score is 75.38. Thus, there is a slight improvement between the mean score before and after treatment; the post-test result is eighteen points higher than the pre-test result. The category for pre-test is “fair”, meanwhile the post-test is “good” category. Furthermore, the result showed that there is a significant improvement of students’ writing ability after using Augmented Reality according to $t\text{-count} > t\text{-table}$ and $\text{sig} (2 \text{ tailed}) > \alpha (0.05/2)$; the $t\text{-count}$ is 12.29. Meanwhile the $t\text{-table}$ is 2.797. Then, the $\text{sig} (2 \text{ tailed})$ result showed 0.000; it is less than $\alpha = 0.025$. Furthermore, for the N-gain result, the average N-gain is 0.42. It can be said that the improvement of students’ writing ability after using Augmented Reality is in the medium category.

Augmented Reality in writing activity influenced students’ ability in writing descriptive text. This research is hoped could be beneficial for English teacher, students, and others.