ABSTRAK

Ira Aryani, 1212050077, 2025, "Penerapan Model Pembelajaran *Game Based Learning* Berbantuan Aplikasi *Nearpod* untuk Meningkatkan Kemampuan Komunikasi Matematis"

Kemampuan komunikasi matematis merupakan salah satu kemampuan yang harus dimiliki ketika belajar matematika. Salah satu alternatif untuk meningkatkan kemampuan komunikasi matematis yaitu dengan menerapkan model pembelajaran *Game Based Learning* berbantuan aplikasi *Nearpod*. Tujuan penelitian ini untuk mengetahui sintaks kegiatan pembelajaran dengan model *Game Based Learning* berbantuan aplikasi *Nearpod* dan mengetahui peningkatan kemampuan komunikasi matematis siswa yang menggunakan model pembelajaran *Game Based Learning* berbantuan aplikasi *Nearpod* lebih baik dibandingkan dengan siswa yang menggunakan pembelajaran konvensional. Penelitian ini menggunakan metode kuasi eksperimen yang melibatkan dua kelas dengan desain penelitian *the non-equivalent control group design*. Instrumen yang digunakan yaitu lembar observasi aktivitas guru dan siswa serta tes kemampuan komunikasi matematis. Hasil dari penelitian ini yaitu sintaks kegiatan pembelajaran model *Game Based Learning* berbantuan aplikasi *Nearpod* berada pada kategori sangat baik dan peningkatan kemampuan komunikasi matematis siswa yang menggunakan model pembelajaran *Game Based Learning* berbantuan aplikasi *Nearpod* lebih baik dibandingkan dengan siswa yang menggunakan pembelajaran konvensional.

Kata kunci: Kemampuan Komunikasi Matematis, Model Pembelajaran *Game Based Learning*, *Nearpod*.

ABSTRACT

Ira Aryani, 1212050077, 2025, "*Implementation of Game Based Learning Model assisted by Nearpod Application to Improve Mathematical Communication Ability*"

Mathematical communication ability is one of the abilities that must be possessed in learning mathematics. One alternative to improve mathematical communication skills is to apply the Game Based Learning model assisted by Nearpod application. The purpose of this research is to find out the syntax of learning activities using the Game Based Learning model assisted by Nearpod application and to find out the improvement in mathematical communication skills of students who use the Game Based Learning model assisted by the Nearpod application is better than students who use conventional learning. This research used a quasi-experimental method involving two classes with a non-equivalent control group design. The instruments used were observation sheets of teacher and student activities and mathematical communication ability tests. The results of this research are the syntax of the Game Based Learning model assisted by the Nearpod application is in the very good category, and the improvement in mathematical communication skills of students who use the Game Based Learning model assisted by the Nearpod application is better than that of students who use conventional learning.

Keywords: *Mathematical Communication Ability, Game Based Learning Model, Nearpod.*