

ABSTRAK

Ghina Alifah Rahmaniya, 1212050066, 2025 “Penerapan *Game-Based Learning* Berbantuan Quizlet Untuk Meningkatkan Kemampuan Berpikir Lateral dan *Self Regulated* Siswa”

Penerapan *game-based learning* berbantuan quizlet menjadi inovasi pembelajaran yang efektif dalam mendorong peningkatan kemampuan berpikir lateral dan *self regulated* siswa. Melalui suasana belajar yang interaktif, menyenangkan, dan berbasis teknologi, siswa terdorong untuk mengeksplorasi berbagai strategi pemecahan masalah secara kreatif sekaligus mengelola proses belajarnya secara mandiri. Namun, rendahnya kemampuan berpikir lateral dan sikap belajar mandiri siswa dalam pembelajaran matematika, serta kurangnya penggunaan model pembelajaran inovatif yang melibatkan teknologi menjadi tantangan dalam praktiknya. Tujuan dari penelitian ini adalah untuk mengetahui penerapan *game-based learning* berbantuan quizlet untuk meningkatkan kemampuan berpikir lateral dan *self regulated* siswa. Penelitian ini dilaksanakan di salah satu SMP Negeri di kabupaten Bandung dengan metode penelitian kuasi eksperimen dengan desain tiga kelompok, yaitu dua kelas eksperimen dan satu kelas kontrol. Teknik pengumpulan data dilakukan melalui *pretest* dan *posttest* untuk aspek kognitif, serta angket untuk mengukur *self regulated*. Hasil penelitian menunjukkan bahwa model *game-based learning* berbantuan quizlet terbukti lebih efektif dalam meningkatkan kedua aspek tersebut dibandingkan model *game-based learning* tanpa media dan pembelajaran konvensional. Dengan demikian, integrasi model *game-based learning* dan media quizlet dapat menjadi alternatif strategi pembelajaran inovatif dalam pembelajaran matematika untuk mendorong keterlibatan aktif, kreativitas, serta kemandirian belajar siswa.

Kata Kunci: *Game-Based Learning*, Kemampuan Berpikir Lateral, Quizlet, *Self Regulated*.

ABSTRACT

Ghina Alifah Rahmaniya, 1212050066, 2025 “Quizlet-Assisted Game-Based Learning Implementation to Improve Students' Lateral Thinking and Self-Regulated Thinking Skills”

The application of quizlet-assisted game-based learning is an effective learning innovation in encouraging the improvement of students' lateral and self-regulated thinking skills. Through an interactive, fun, and technology-based learning atmosphere, students are encouraged to explore various creative problem-solving strategies while managing their learning process independently. However, the low lateral thinking ability and attitude of students in learning mathematics, as well as the lack of use of innovative learning models involving technology are challenges in practice. The purpose of this study is to find out the application of quizlet-assisted game-based learning to improve students' lateral and self-regulated thinking skills. This research was carried out in one of the State Junior High Schools in Bandung district with a quasi-experimental research method with a design of three groups, namely two experimental classes and one control class. Data collection techniques are carried out through pretest and posttest for cognitive aspects, as well as questionnaires to measure self-regulated. The results showed that the quizlet-assisted game-based learning model was proven to be more effective in improving both aspects than the game-based learning model without media and conventional learning. Thus, the integration of game-based learning models and quizlet media can be an alternative to innovative learning strategies in mathematics learning to encourage active participation, creativity, and independent learning of students.

Keywords: Game-Based Learning, Lateral Thinking Ability, Quizlet, Self Regulated