

ABSTRAK

Eva Sri Mulyani : Pengaruh Model Pembelajaran *Game Based Learning* Terhadap Peningkatan Keterampilan Berpikir Kritis Siswa Pada Materi Sistem Pernapasan

Keterampilan berpikir merupakan salah satu keterampilan esensial abad 21 yang harus dimiliki oleh siswa agar mampu memahami dan menerapkan pengetahuan, bukan hanya sekedar menghafal konsep. Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran *Game Based Learning* terhadap keterampilan berpikir kritis pada materi sistem pernafasan. Metode yang digunakan adalah kuantitatif dengan desain *non-Equivalent control group* teknik pengambilan sampel menggunakan *purposive sampling*, Sampel penelitian terdiri dari kelas eksperimen sebanyak 34 siswa dan kelas kontrol berjumlah 36 siswa di kelas VIII. Hasil penelitian menunjukkan skor *N-Gain* pada kelas eksperimen sebesar 71,93 (kategori tinggi), sedangkan pada kelas kontrol sebesar 49,06 (Kategori sedang) Pada indikator berpikir kritis “Strategi dan taktik” kelas eksperimen memperoleh nilai sebesar 80,57 hal ini menunjukkan kategori tinggi. Uji hipotesis menggunakan Uji Test *T-Independen* menghasilkan nilai signifikan (*2-tailed*) sebesar 0,00 ($<0,05$), Hasil respon siswa terhadap indikator model pembelajaran *Game Based Learning* sebesar 74%, indikator materi sistem pernafasan 71% dan pada indikator respon model pembelajaran terhadap keterampilan berpikir kritis sebesar 82%. sehingga H_0 ditolak dan H_1 diterima. Berdasarkan hasil tersebut dapat disimpulkan bahwa model pembelajaran *Game Based Learning* memberikan pengaruh positif dan signifikan terhadap keterampilan berpikir kritis siswa pada materi sistem pernafasan.

Kata kunci : Berpikir Kritis, *Game Based Learning*, Sistem Pernapasan



ABSTRACT

Eva Sri Mulyani: *“The Effect of the Game Based Learning Model on Students' increase Critical Thinking Skills in Respiratory System Material”*

Thinking skills are one of the essential 21st century skills that students must possess in order to understand and apply knowledge, not just memorize concepts. This study aims to analyze the effect of the Games Based Learning model on critical thinking skills in respiratory system material. The method used is quantitative with a non-equivalent control group design, employing purposive sampling. The research sample consists of an experimental class of 34 students and a control class of 36 students in eighth grade. The results showed that the N-Gain score in the experimental class was 71.93 (high category), while in the control class it was 49.06 (moderate category). On the critical thinking indicator “Strategies and Tactics,” the experimental class scored 80.57, indicating a high category. The hypothesis test using the Independent T-Test yielded a significant value (two-tailed) of 0.00 (<0.05). The students' response to the Game-Based Learning model indicator was 74%, the respiratory system material indicator was 71%, and the response to the learning model indicator for critical thinking skills was 82%. Therefore, the null hypothesis (H_0) was rejected, and the alternative hypothesis (H_1) was accepted. Based on these results, it can be concluded that the Game-Based Learning model has a positive and significant effect on students' critical thinking skills in respiratory system material.

Keywords : *Critical Thinking, Game Based Learning, Respiratory System*

