

## ABSTRAK

**Wafa Faijah Raihanul Jannah, 1222050173, 2026, “Penerapan Model *Fan-N-Pick* Berbantuan Media Ular Tangga Untuk Meningkatkan Pemahaman Konsep Matematis Siswa”**

Penelitian ini dilatarbelakangi oleh kemampuan pemahaman konsep matematis siswa yang masih perlu ditingkatkan. Model pembelajaran *Fan-N-Pick* berbantuan media permainan ular tangga menjadi salah satu alternatif untuk meningkatkan kemampuan pemahaman konsep matematis siswa. Tujuan penelitian ini adalah untuk mengetahui: (a) keterlaksanaan proses pembelajaran menggunakan model *Fan-N-Pick* berbantuan media permainan ular tangga, (b) peningkatan kemampuan pemahaman konsep matematis siswa dengan model *Fan-N-Pick* berbantuan media ular tangga, dan (c) respons siswa terhadap penggunaan model *Fan-N-Pick* berbantuan media permainan ular tangga. Penelitian ini menggunakan metode *Quasi Experiment* dengan desain *Nonequivalent Control Group Design*. Populasi penelitian adalah seluruh siswa kelas VIII SMPN 1 Jatiwangi Tahun Ajaran 2026/2027, dengan sampel kelas VIII-I sebagai kelas eksperimen dan kelas VIII-K sebagai kelas kontrol. Teknik pengumpulan data dilakukan melalui tes, observasi, angket, dan dokumentasi. Hasil penelitian menunjukkan bahwa: (a) keterlaksanaan proses pembelajaran berada pada kategori sangat baik, (b) peningkatan kemampuan pemahaman konsep matematis siswa yang menggunakan model *Fan-N-Pick* berbantuan media permainan ular tangga lebih baik dibandingkan pembelajaran konvensional, dan (c) respons siswa terhadap penerapan model pembelajaran menunjukkan kategori positif.

**Kata kunci:** *Fan-N-Pick*, media permainan ular tangga, pemahaman konsep matematis.

## **ABSTRACT**

**Wafa Faijah Raihanul Jannah, 1222050173, 2026, “*The Implementation of the Fan-N-Pick Learning Model Assisted by the Snakes and Ladders Game in Improving Students' Mathematical Conceptual Understanding*”**

This study was motivated by the need to improve students' mathematical conceptual understanding. The Fan-N-Pick learning model assisted by the Snakes and Ladders game was employed as an alternative to enhance students' mathematical conceptual understanding. The objectives of this study were to determine: (a) the implementation of the Fan-N-Pick learning model assisted by the Snakes and Ladders game, (b) the improvement of students' mathematical conceptual understanding through the Fan-N-Pick learning model assisted by the Snakes and Ladders game, and (c) students' responses toward the implementation of the Fan-N-Pick learning model assisted by the Snakes and Ladders game. This study employed a quasi-experimental method with a Nonequivalent Control Group Design. The population consisted of all eighth-grade students of SMPN 1 Jatiwangi in the 2026/2027 academic year. The sample comprised Class VIII-I as the experimental class and Class VIII-K as the control class. The data were collected through tests, observations, questionnaires, and documentation. The results of the study indicated that: (a) the implementation of the learning process was categorized as very good, (b) the improvement of students' mathematical conceptual understanding using the Fan-N-Pick learning model assisted by the Snakes and Ladders game was better than that achieved through conventional learning, and (c) students' responses toward the implementation of the learning model were categorized as positive.

**Keywords:** Fan-N-Pick, Snakes and Ladders game, mathematical conceptual understanding.