

ABSTRAK

Rania Naura Rahmadani, **“Peningkatan Kemampuan Pemahaman Konsep Matematis Peserta Didik Kelas VIII Menggunakan Model *Game Based Learning* Berbantuan *Game* Interaktif *Quizwhizzer*”** (Penelitian Kuasi Eksperimen)

Kemampuan pemahaman konsep matematis merupakan kemampuan yang harus dimiliki peserta didik. Salah satu alternatif cara meningkatkan kemampuan pemahaman konsep matematis peserta didik yaitu dengan menerapkan model pembelajaran *Game Based Learning* berbantuan *game* interaktif *Quizwhizzer*. Tujuan penelitian ini untuk mengetahui keterlaksanaan proses pembelajaran dengan model *Game Based Learning* berbantuan *game* interaktif *Quizwhizzer*, peningkatan kemampuan pemahaman konsep matematis peserta didik yang menggunakan model *Game Based Learning* yang dipadukan *Quizwhizzer*, perbedaan peningkatan yang signifikan antara kelas eksperimen dan kelas kontrol. Penelitian ini menggunakan metode kuasi eksperimen yang melibatkan dua kelas dengan desain *The Nonequivalent Pretest Posttest Control Group Design*. Instrumen penelitian ini yaitu lembar observasi aktivitas guru dan peserta didik serta tes kemampuan pemahaman konsep matematis. Hasil dari penelitian ini yaitu sintaks kegiatan pembelajaran model *Game Based Learning* berbantuan *game* interaktif *Quizwhizzer* berada pada kategori sangat baik dan peningkatan kemampuan pemahaman konsep matematis peserta didik yang menggunakan model *Game Based Learning* berbantuan *game* interaktif *Quizwhizzer* berada pada kategori sedang, sedangkan peningkatan kemampuan pemahaman konsep matematis peserta didik yang menggunakan model konvensional berada pada kategori rendah, serta peningkatan kemampuan pemahaman konsep matematis peserta didik yang menggunakan model *Game Based Learning* berbantuan *game* interaktif *Quizwhizzer* lebih baik daripada dengan peserta didik yang menggunakan model konvensional.

Kata Kunci : Kemampuan Pemahaman Konsep Matematis, Model Pembelajaran *Game Based Learning*, *Quizwhizzer*

ABSTRACT

Rania Naura Rahmadani, ***“Improving VIII Grade Students Mathematical Concept Understanding Using the Game-Based Learning Model Assisted by the Interactive Game Quizwhizzer”*** (Quas Experimental Research)

The ability to understand mathematical concepts is a skill that students must have. One alternative way to improve students' mathematical concept understanding is by implementing the Game Based Learning learning model assisted by the interactive game Quizwhizzer. The purpose of this study was to determine the implementation of the learning process with the Game Based Learning model assisted by the interactive game Quizwhizzer, the improvement of students' mathematical concept understanding abilities using the Game Based Learning model combined with Quizwhizzer, and the significant difference in improvement between the experimental class and the control class. This study used a quasi-experimental method involving two classes with the Nonequivalent Pretest Posttest Control Group Design. The research instruments were observation sheets of teacher and student activities and a test of mathematical concept understanding abilities. The results of this study are that the syntax of the learning activities of the Game Based Learning model assisted by the interactive game Quizwhizzer is in the very good category and the increase in the ability to understand mathematical concepts of students who use the Game Based Learning model assisted by the interactive game Quizwhizzer is in the medium category, while the increase in the ability to understand mathematical concepts of students who use the conventional model is in the low category, and the increase in the ability to understand mathematical concepts of students who use the Game Based Learning model assisted by the interactive game Quizwhizzer is better than students who use the conventional model.

Keywords : *Mathematical Concept Understanding, Game-Based Learning Model, Quizwhizzer*