

## ABSTRAK

**TIARA NURUL ARIFIAH (1192060111):** Pengaruh Model Pembelajaran *Games Based Learning* Berbantu *Quizizz* Terhadap Hasil Belajar Siswa Pada Materi Sistem Pencernaan

Di era industri 4.0, pendidik harus mendesain pembelajaran yang inovatif untuk membantu siswa mewujudkan potensi dirinya secara maksimal. Pembelajaran berbasis games dapat membantu siswa belajar lebih efektif karena membuat siswa senang, tertarik dan termotivasi sehingga dapat meningkatkan hasil belajar. Penelitian ini dilakukan dengan tujuan untuk mendeskripsikan pengaruh model *Games Based Learning* berbantu *Quizizz* terhadap hasil belajar siswa pada materi sistem pencernaan. Penelitian ini menggunakan pendekatan kuantitatif dengan *quasi experiment design*. Sampel berjumlah 44 siswa yang dipilih melalui teknik *purposive sampling*. Hasil belajar aspek kognitif diperoleh melalui *pretest-posttest*, sedangkan aspek afektif diperoleh dari observasi selama pembelajaran. Pembelajaran materi sistem pencernaan melalui model *Game Based Learning* berbantu *Quizizz* mampu membuat siswa berpartisipasi aktif sehingga tahapan pembelajaran terlaksanakan sangat baik. Pada kelas eksperimen, siswa tertarik dan termotivasi karena stimulus yang diberikan sehingga memperoleh hasil belajar yang melampaui nilai KKM dengan nilai aspek kognitif sebesar 77 (baik) dan aspek afektif sebesar 90 (sangat baik). Sedangkan pada kelas kontrol, hasil belajar kognitif siswa dibawah KKM dengan nilai rata-rata *posttest* sebesar 60 (baik), namun hasil belajar afektifnya sebesar 79 (baik) diatas KKM. Hasil analisis statistik diperoleh nilai  $t_{hitung} (4,76) > t_{tabel} (2,018)$  yang menunjukkan adanya perbedaan antara hasil *posttest* kelas eksperimen dan kelas kontrol. Model dan media pembelajaran yang digunakan dapat merangsang siswa aktif bekerjasama untuk menganalisis materi sehingga dapat membangun pengetahuan dan sikap yang baik. Siswa juga menyatakan merasa senang, tertarik dan termotivasi dalam pembelajaran. Pembelajaran materi sistem pencernaan menggunakan model *Game Based Learning* berbantu *Quizizz* berpengaruh positif terhadap hasil belajar siswa.

**Kata kunci:** *Game Based Learning*, Hasil Belajar, Sistem Pencernaan, *Quizizz*

## ABSTRACT

**TIARA NURUL ARIFIAH (1192060111):** *The Effect of Quizizz-Assisted Games Based Learning Learning Model on Student Learning Outcomes on Digestive System Material*

*In the industrial era 4.0, educators must design innovative learning to help students realize their maximum potential. Games-based learning can help students learn more effectively because it makes students happy, interested and motivated so as to improve learning outcomes. This study was conducted with the aim of describing the influence of the Quizizz-assisted Games Based Learning model on student learning outcomes on digestive system material. This research uses a quantitative approach with quasi experiment design. The sample amounted to 44 students selected through purposive sampling techniques. Learning outcomes of cognitive aspects are obtained through pretest-posttest, while affective aspects are obtained from observation during learning. Learning digestive system material through the Game Based Learning model assisted by Quizizz is able to make students actively participate so that the learning stages are carried out very well. In the experimental class, students were interested and motivated because of the stimulus provided so as to obtain learning results that exceeded the KKM score with a cognitive aspect value of 77 (good) and an affective aspect of 90 (very good). While in the control class, the cognitive learning outcomes of students were below KKM with an average posttest score of 60 (good), but the affective learning outcomes were 79 (good) above KKM. The results of statistical analysis obtained calculated  $t_{values} (4.76) > t_{table} (2.018)$  which showed differences between the posttest results of the experimental class and the control class. The learning models and media used can stimulate students to actively work together to analyze the material so as to build knowledge and good attitudes. Students also expressed feeling happy, interested and motivated in learning. Learning digestive system material using the Game Based Learning model assisted by Quizizz has a positive effect on student learning outcomes.*

**Keywords:** *Game Based Learning, Learning Outcomes, Digestive System, Quizizz*