

ABSTRAK

EFEKTIVITAS PENERAPAN MODEL PEMBELAJARAN *GAME BASED LEARNING* (GBL) PADA MATERI TEKS EKSPLANASI KELAS XI DI SMA

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Penerapan *Game Based Learning* (GBL) menjadi solusi inovatif untuk menciptakan suasana belajar yang interaktif, memotivasi, serta mendorong keterlibatan emosional peserta didik. Penelitian ini bertujuan untuk mengetahui efektivitas model pembelajaran *Game Based Learning* (GBL) dalam meningkatkan hasil belajar teks eksplanasi peserta didik kelas XI di SMA Negeri 1 Banyumas. Metode penelitian yang digunakan dalam penelitian ini adalah kuantitatif dengan desain penelitian *One Group Pretest-Posttest*. Teknik pengumpulan data meliputi tes, observasi, dan dokumentasi, sedangkan teknik analisis yang digunakan meliputi uji normalitas, uji homogenitas, dan uji hipotesis.

Hasil penelitian menunjukkan bahwa uji normalitas didapatkan hasil 0,215 untuk *pretest* dan 0,106 untuk *posttest* sehingga data dikatakan normal. Uji homogenitas hasil 0,914 sehingga data dikatakan homogen dan memiliki sebaran yang serupa. Uji hipotesis menunjukkan didapatkan hasil 0.000 sehingga H_0 ditolak dan H_1 diterima. Dapat disimpulkan bahwa model pembelajaran *Game Based Learning* efektif dalam meningkatkan hasil belajar pada materi teks eksplanasi di pembelajaran Bahasa Indonesia.

Kata kunci: GBL, Model, Pembelajaran, Eksplanasi

ABSTRACT

THE EFFECTIVENESS OF IMPLEMENTING THE GAME BASED LEARNING (GBL) LEARNING MODEL ON EXPLANATION TEXT MATERIAL FOR XI GRADE IN HIGH SCHOOL

By

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The implementation of Game Based Learning (GBL) has become an innovative solution to create an interactive learning atmosphere, motivate, and encourage the emotional involvement of students. This study aims to determine the effectiveness of the Game Based Learning (GBL) learning model in improving the learning outcomes of explanation texts for eleventh-grade students at SMA Negeri 1 Banyumas. The research method used in this study is quantitative with a One Group Pretest-Posttest research design. The data collection techniques include tests, observation, and documentation, while the analysis techniques used include normality tests, homogeneity tests, and hypothesis testing.

The research results showed that the normality test obtained a result of 0.215 for the pretest and 0.106 for the posttest, so the data is said to be normal. The homogeneity test resulted in 0.914, so the data is said to be homogeneous and has a similar distribution. The hypothesis test showed a result of 0.000, so H_0 was rejected and H_1 was accepted. It can be concluded that the Game Based Learning learning model is effective in improving learning outcomes on explanatory text material in Indonesian language learning.

Keywords: GBL, model, learning, explanation