

ABSTRAK

IMPLEMENTASI GAME EDUKASI WORDWALL UNTUK MENINGKATKAN HASIL BELAJAR SISWA PADA MATERI ANALISIS DATA KELAS VII SMP NEGERI 1 SEMAKA

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Tujuan dari penelitian ini adalah untuk mengetahui bagaimana menggunakan game edukasi Wordwall dan bagaimana hal itu berdampak pada peningkatan hasil belajar siswa pada materi Analisis Data di kelas VII SMP Negeri 1 Semaka. Penelitian ini menggunakan kuasi eksperimen dengan desain kelompok kontrol yang tidak sebanding. Siswa di kelas VII A bertindak sebagai kelas eksperimen dengan game edukasi Wordwall, dan siswa di kelas VII B bertindak sebagai kelas kontrol dengan pendekatan pembelajaran konvensional. Untuk mengukur hasil belajar dan menilai respons siswa, data dikumpulkan melalui pretest dan posttest. Menurut analisis data, hasil belajar di kelas eksperimen lebih baik daripada di kelas kontrol. Kelas eksperimen memiliki N-gain rata-rata 0,67, sedangkan kelas kontrol memiliki N-gain 0,41, yang masuk dalam kategori sedang. Hasil uji normalitas dan homogenitas menunjukkan bahwa data berdistribusi homogen dan normal. Ada perbedaan signifikan antara hasil belajar siswa di kelas eksperimen dan kelas kontrol, menurut nilai signifikansi uji t-sample independen kurang dari 0,05. Hasil angket menunjukkan bahwa game edukasi Wordwall sangat membantu siswa belajar materi Analisis Data di kelas VII SMP Negeri 1 Semaka. Dapat disimpulkan bahwa penggunaan game edukasi Wordwall terbukti efektif dalam meningkatkan hasil belajar siswa.

Kata Kunci : *Game Edukasi Wordwall*, Hasil Belajar, dan Analisis Data

ABSTRACT

IMPLEMENTATION OF WORDWALL EDUCATIONAL GAMES TO IMPROVE STUDENTS LEARNING OUTCOMES IN DATA ANALYSIS MATERIAL CLASS VII SMP NEGERI 1 SEMAKA

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This study aims to determine the implementation of the Wordwall educational game and its effect on improving student learning outcomes in the Data Analysis material for Grade VII at SMP Negeri 1 Semaka. This research employed a quasi-experimental method with a non-equivalent control group design. The research sample consisted of students from class VII A as the experimental group, which used the Wordwall educational game, and class VII B as the control group, which used conventional learning methods. Data collection techniques included tests in the form of pre-tests and post-tests to measure learning outcomes, as well as questionnaires to assess student responses. The results showed that there was an improvement in the learning outcomes of the experimental class, which was higher than that of the control class. The Average N-gain score in the experimental class was 0.67, while in the control class it was 0.41, both categorized as moderate. The results of the normality and homogeneity tests indicated that the data were normally distributed and homogeneous. Based on the independent sample t-test, the significance value was < 0.05 , meaning that there was a significant difference in learning outcomes between the experimental and control classes. The questionnaire results also showed that 87.18% of students gave a very positive response to learning using the Wordwall educational game. Based on these results, it can be concluded that the implementation of the Wordwall educational game is effective in improving student learning outcomes in the Data Analysis material for Grade VII at SMP Negeri 1 Semaka.

Keywords: Wordwall Educational Game, Learning Outcomes, Data Analysis.