

ABSTRAK

PENGARUH MODEL PEMBELAJARAN *GAMES BASED LEARNING* BERBANTUAN MEDIA ENUMA TERHADAP HASIL BELAJAR MATEMATIKA PESERTA DIDIK DI SDN 2 GUNUNG MADU

Oleh

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Latar belakang masalah rendahnya hasil belajar peserta didik kelas II sekolah dasar menjadi fokus utama pada penelitian ini. Penelitian ini bertujuan untuk mengetahui apakah terdapat pengaruh pada model pembelajaran *games based learning* berbantuan media enuma terhadap hasil belajar matematika peserta didik di SDN 2 Gunung Madu. Metode pada penelitian ini adalah *quasi eksperimen* dengan *nonequivalent control group design*. Populasi dalam penelitian ini berjumlah 42 peserta didik yang sampelnya ditentukan menggunakan *purposive sampling*. Teknik pengumpulan data pada penelitian ini menggunakan tes dan non tes. Hipotesis data menggunakan regresi linier sederhana yang diperoleh $F_{hitung} = 25,743$ dengan tingkat signifikansi sebesar $0,000 < 0,05$, sehingga H_0 ditolak dan H_a diterima. Hasil penelitian ini menunjukkan terdapat pengaruh pada model pembelajaran *games based learning* berbantuan media enuma terhadap hasil belajar matematika peserta didik di SDN 2 Gunung Madu.

Kata kunci: hasil belajar matematika, model pembelajaran *games based learning*, media enuma

ABSTRACT

THE EFFECT OF GAMES BASED LEARNING MODEL USING ENUMA MEDIA ON STUDENT'S MATHEMATICS LEARNING OUTCOMES AT SDN 2 GUNUNG MADU

By

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The background of the problem of low learning outcomes of grade II elementary school students was the main focus of this study. This study aimed to determine whether there was an influence of the games based learning model assisted by enuma media on the mathematics learning outcomes of students at SDN 2 Gunung Madu. The method in this study was a quasi-experiment with a nonequivalent control group design. The population in this study amounted to 42 students whose samples were determined using purposive sampling. The data collection technique in this study used tests and non-tests. The data hypothesis used simple linear regression obtained $F_{count} = 25.743$ with a significance level of $0.000 < 0.05$, so H_0 was rejected and H_a is accepted. The results of this study indicated that there was an influence of the games based learning model assisted by enuma media on the mathematics learning outcomes of students at SDN 2 Gunung Madu.

Keywords: mathematics learning outcomes, games based learning mode, enuma media