ABSTRACT

IMPLEMENTASI OF ASSESSMENT FOR LEARNING INSTRUMENT ASSISTED BY DIGITAL GAME BASE LEARNING TO MEASURING THE LEVEL OF CRITICAL THINKING ABILITY STUDENTS

By

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The purpose of the research is to describe the level of critical thinking ability of students by using Assessment for Learning (AfL) instrumen assisted by digital Game Based Learning. The sample used was students of class X.8 SMAN 1 Sekampung Udik in the academic years 2024/2025. The research method used, namely mixed research method (Mixed Method) with Explanatory Sequential Design. Data collection techniques in this study were carried out with non-tes techniques and test techniques. The instrument used, namely teacher interview instrument, Assessment for Learning (AfL) instruments, and structured interview instrument. In the experimental class, learning with the Problem Based Learning model was applied, then an assessment was carried out using the Assessment for Learning (AfL) instrument assisted by digital Game Based Learning. Then, the data were analyzed using descriptive data analysis techniques, inferential data analysis techniques, and data analysis techniques with Nvivo 15 sodtware. The results showed that the average value of students critical thinking ability was 78.66 and the standard deviation value was 9.860. The level of critical thinking ability measured in this research is level 3 with a critical category of 53.94% of students and level 4 with a very critical category of 47.06%. This shows that the Assessment for Learning (AfL) instrument can be used to measure the level of critical thinking ability of students.

Key words: Assessment for Learning (AfL), Game Based Learning, Critical Thinking Ability Level, Problem Based Learning.