

ABSTRAK

PENGEMBANGAN *QUIZIZZ* QR CODE MODE KERTAS DALAM PEMBELAJARAN *PROBLEM BASED LEARNING* (PBL) UNTUK MENINGKATKAN MINAT BELAJAR MATEMATIKA KELAS V SD NEGERI 3 BALEREJO

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Penelitian ini bertujuan menganalisis potensi, proses pengembangan, serta efektivitas media pembelajaran matematika berbasis *Quizizz* mode kertas dengan QR Code yang diintegrasikan dalam model *Problem Based Learning* (PBL) untuk meningkatkan minat belajar siswa kelas V SD Negeri 3 Balerejo. Latar belakang penelitian adalah rendahnya minat dan hasil belajar matematika, ditunjukkan oleh 79,17% siswa yang belum mencapai KKTP. Metode penelitian menggunakan *Research and Development* (R&D) dengan adaptasi model Borg & Gall yang disederhanakan melalui tahapan analisis kebutuhan, pengembangan produk, validasi ahli, uji coba awal, revisi, dan uji coba utama. Instrumen terdiri dari lembar validasi ahli dan observasi minat belajar. Berdasarkan hasil analisis data yang dilakukan, dapat disimpulkan bahwa: 1) Hasil validasi menunjukkan bahwa media pembelajaran yang dikembangkan berada pada kategori sangat layak, dibuktikan melalui rata-rata skor 94,5% dari ahli materi dan 90,0% dari ahli media. 2) Efektivitas media ditunjukkan melalui hasil observasi yang mencatat peningkatan minat belajar siswa hingga mencapai kategori sangat baik 81,5%. Integrasi *Quizizz* mode kertas dan model PBL terbukti mampu meningkatkan keterlibatan, perhatian, dan antusiasme siswa dalam pemecahan masalah matematika. Media pembelajaran *Quizizz* mode kertas berbasis QR Code yang dipadukan dengan PBL dinyatakan valid, layak, dan efektif untuk meningkatkan minat belajar matematika siswa sekolah dasar, serta menjadi alternatif inovatif untuk menghadirkan pembelajaran yang lebih menarik dan interaktif. Berdasarkan temuan dan keterbatasan penelitian, disarankan agar pengembangan selanjutnya menguji efektivitas media pada materi matematika lainnya dan menilai dampaknya terhadap keterampilan abad ke-21 secara lebih mendalam. Guru juga direkomendasikan memanfaatkan media ini untuk mengatasi keterbatasan teknologi sekaligus meningkatkan kualitas interaksi belajar di kelas.

Kata Kunci: *Problem Based Learning, Quizizz QR Code Mode Kertas, Minat Belajar*

ABSTRACT

DEVELOPMENT OF QUIZIZZ QR CODE PAPER MODE IN PROBLEM-BASED LEARNING (PBL) TO INCREASE MATHEMATICS LEARNING INTEREST OF FIFTH-GRADE STUDENTS AT SD NEGERI 3 BALEREJO

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This study aims to analyze the potential, development process, and effectiveness of a mathematics learning medium based on the paper-mode Quizizz with QR Codes integrated into the Problem Based Learning (PBL) model to increase the learning interest of Grade V students at SD Negeri 3 Balerejo. The background of the study is the low interest and achievement in mathematics, as indicated by 79.17% of students who have not yet reached the KKTP. The research method uses Research and Development (R&D) with an adaptation of the simplified Borg & Gall model through the stages of needs analysis, product development, expert validation, initial testing, revision, and main testing. The instruments consist of expert validation sheets and learning-interest observation sheets. Based on the results of the data analysis, it can be concluded that: 1) The validation results indicated that the developed learning media was in the very feasible category, evidenced by an average score of 94.5% from material experts and 90.0% from media experts. 2) The effectiveness of the media was demonstrated through observation results, which recorded a significant increase in student learning interest, reaching the very good category (81.5%). The integration of the paper-mode Quizizz and the PBL model has been proven to enhance students' engagement, attention, and enthusiasm in solving mathematical problems. The QR Code-based paper-mode Quizizz learning medium combined with PBL is declared valid, feasible, and effective for improving elementary students' interest in learning mathematics, and serves as an innovative alternative to create more engaging and interactive learning experiences. Based on the findings and limitations of the study, it is recommended that future development examine the effectiveness of the media for other mathematics topics and assess its impact on 21st-century skills more comprehensively. Teachers are also advised to utilize this media to address technological limitations while enhancing the quality of learning interactions in the classroom.

Keywords: *Problem Based Learning, Quizizz QR Code Paper Mode, Learning Interest.*