

ABSTRAK

PENGARUH MODEL *PROJECT-BASED LEARNING* BERBASIS PERMAINAN EDUKATIF *EDUCAPLAY* TERHADAP HASIL BELAJAR PESERTA DIDIK KELAS V MATA PELAJARAN IPAS SEKOLAH DASAR

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Masalah dalam penelitian ini yaitu rendahnya hasil belajar peserta didik kelas V SD Negeri 01 Bukit kemuning dan belum diterapkan model *Project-Based Learning* berbasis Permainan Edukatif *Educaplay*. Penelitian ini bertujuan untuk mengetahui pengaruh model *Project-Based Learning* berbasis Permainan Edukatif *Educaplay* terhadap Hasil Belajar Peserta Didik Kelas V Mata Pelajaran IPAS Sekolah Dasar. Metode yang digunakan dalam penelitian ini adalah *quasi experimental design* dengan desain *nonequivalent control group design*. Penelitian ini menggunakan teknik *non probability sampling* dengan jenis teknik *purposive sampling*. Populasi berjumlah 75 peserta didik dan sampel yang digunakan yaitu peserta didik kelas V A dan V B, sampel ditentukan dengan teknik *non probability sampling*. Data dikumpulkan dengan teknik tes dan non tes berupa observasi dan dokumentasi. Data dianalisis dengan uji Regresi Linear Sederhana. Hasil penelitian menunjukkan bahwa penerapan model *Project-Based Learning* berbasis permainan edukatif *Educaplay* memberikan pengaruh yang signifikan terhadap peningkatan hasil belajar peserta didik kelas V pada mata pelajaran IPAS di sekolah dasar.

Kata Kunci: *educaplay*, hasil belajar, *project-based learning*.

ABSTRAK

THE EFFECT OF THE PROJECT-BASED LEARNING MODEL BASED ON EDUCAPLAY EDUCATIONAL GAMES ON THE LEARNING OUTCOMES OF FIFTH-GRADE STUDENTS IN THE ELEMENTARY SCHOOL IPAS SUBJECT

By

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The problems addressed in this study are the low academic achievement of fifth-grade students at SD Negeri 01 Bukit Kemuning and the lack of implementation of the Project-Based Learning model using the Educaplay educational game. This study aims to determine the effect of the Project-Based Learning model using the Educaplay educational game on the academic achievement of fifth-grade students in the Natural Sciences subject at the elementary school level. The method used in this study is a quasi-experimental design with a nonequivalent control group design. This study employs a non-probability sampling technique, specifically purposive sampling. The population consists of 75 students, and the sample comprises students from Grade V A and V B, selected using non-probability sampling. Data were collected using both test and non-test techniques, including observation and documentation. The data were analyzed using simple linear regression. The results of the study indicate that the implementation of the Project-Based Learning model using the Educaplay educational game has a significant effect on improving the learning outcomes of fifth-grade students in the IPAS subject at the elementary school level.

Keywords: educaplay, learning outcomes, project-based learning.