

ABSTRAK

PENGARUH MODEL PEMBELAJARAN *GAME BASED LEARNING* BERBANTUAN MEDIA INTERAKTIF *BLOOKET* TERHADAP HASIL BELAJAR KOGNITIF PADA MATERI JARINGAN KOMPUTER & INTERNET DI KELAS VII SMPN SATU ATAP 1 JATIAGUNG

Oleh

ABDUL RAHMAN

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Game Based Learning* (GBL) berbantuan *Blooket* terhadap hasil belajar siswa pada materi Jaringan Komputer dan Internet di kelas VII SMPN Satu Atap 1 Jatiagung. Permasalahan penelitian ini berawal dari rendahnya hasil belajar siswa akibat kurangnya variasi metode pembelajaran serta minimnya penggunaan media digital yang interaktif. Penelitian ini menggunakan metode kuasi eksperimen dengan *desain pretest-posttest control group design* yang melibatkan dua kelas. Instrumen penelitian berupa tes pilihan ganda yang diberikan sebelum dan sesudah pembelajaran. Hasil penelitian menunjukkan bahwa rata-rata *N-Gain* kelas eksperimen sebesar 0,6167 (kategori sedang) dan kelas kontrol sebesar 0,3057 (kategori rendah), yang menandakan adanya peningkatan hasil belajar yang lebih signifikan pada kelas eksperimen. Dengan demikian, penerapan model *Game Based Learning* berbantuan *Blooket* terbukti efektif dalam meningkatkan hasil belajar kognitif siswa.

Kata Kunci : *Blooket*, *Game Based Learning*, Hasil Belajar, Jaringan Komputer Internet

ABSTRACT

THE EFFECT OF GAME BASED LEARNING MODEL ASSISTED BY BLOOKET INTERACTIVE MEDIA ON COGNITIVE LEARNING OUTCOMES IN COMPUTER NETWORK AND INTERNET SUBJECT MATTER AT GRADE VII SMPN SATU ATAP 1 JATIAGUNG

BY

ABDUL RAHMAN

This study aims to determine the effect of the Game Based Learning (GBL) model assisted by Blooket on students' learning outcomes in the topic of Computer Networks and the Internet for seventh-grade students of SMPN Satu Atap 1 Jatiagung. The problem in this study originated from the low student learning outcomes caused by the lack of variety in teaching methods and the limited use of engaging and interactive digital media. This research employed a quasi-experimental method with a pretest-posttest control group design involving two classes. The research instrument consisted of multiple-choice tests administered before and after the learning process. The results showed that the average N-Gain score in the experimental class was 0.6167 (moderate category), while in the control class it was 0.3057 (low category), indicating a more significant improvement in learning outcomes in the experimental class. Thus, the implementation of the Game Based Learning model assisted by Blooket proved to be effective in creating active, interactive, enjoyable, and student-centered learning experiences.

Keywords: Blooket, Computer Networks, Game Based Learning, Internet, Learning Outcomes