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ABSTRAK

Proses belajar mengajar yang menyenangkan dapat meningkatkan nilai hasil belajar. Salah satunya supaya membuat siswa berperan aktif dalam proses pembelajaran. Berdasarkan hasil wawancara dengan guru Simulasi dan komunikasi digital di SMK Persatuan 1 Tulangan. Hasil belajar siswa kelas Multimedia masih banyak dibawah KKM. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh model pembelajaran *Brain Based Learning* terhadap hasil belajar pada materi pemanfaatan perangkat lunak pengolah kata kelas X Multimedia di SMK Persatuan 1 Tulangan. Mata pelajaran pada penelitian ini adalah Simulasi dan komunikasi Digital (Simdig). Penelitian ini menggunakan metode kuantitatif dengan desain penelitian Quasi Experimental Design jenis *Nonequivalent Control Group Design*. Populasi yang digunakan dalam penelitian ini sebanyak 60 siswa, dimana kelas X Multimedia 1 sebagai kelas eksperimen berjumlah 30 siswa dan kelas X Multimedia 2 sebagai kelas kontrol berjumlah 30 siswa dengan menggunakan teknik Sampling Jenuh. Instrumen penelitian menggunakan tes hasil belajar. Berdasarkan Hasil uji signifikan menyatakan terdapat pengaruh signifikan antara model *Brain Based Learning* dengan hasil belajar (ranah kognitif) dengan hasil $t_{hitung}(4,0805) > t_{tabel}(2,084)$ maka H_0 ditolak. Jadi, dapat disimpulkan bahwa terdapat pengaruh model *Brain Based Learning* terhadap hasil belajar materi pemanfaatan perangkat lunak pengolah kata siswa kelas X SMK Persatuan 1 Tulangan Sidoarjo.

Kata Kunci : *Brain Based Learning*, perangkat lunak, hasil belajar.

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ABSTRACT

A fun teaching and learning process can increase the value of learning outcomes. One of them is to make students be active in the learning process. Based on the results of interviews with Simdig teachers at SMK Persatuan 1 Tulangan, the learning outcomes of students in X MM class were still low under the KKM standardization. The purpose of this study was to determine the effect of the Brain Based Learning model on learning outcomes in the use of word processing software for class X MM at SMK Persatuan 1 Tulangan. The subjects in this research were Simulation and Digital Communication (Simdig). This study used a quantitative method with a Quasi Experimental Design by using Nonequivalent Control Group. The sample used in this study were 60, which was separated by 30 students of X MM 1 class as the experimental and 30 students of X MM 2 class as the control class. It used the Saturated Sampling technique. The research instrument used a learning outcome test. Based on the significant test results stated that there was a significant effect between the Brain Based Learning model and learning outcomes (cognitive aspect) by t-count score was $(4.0805) > t\text{-table } (2.084)$, then H_0 was rejected. So, it can be concluded that there is an influence of the Brain Based Learning model on the learning outcomes of the use of word processing software for students of class X SMK Persatuan 1 Tulangan Sidoarjo.

Keywords: *Brain Based Learning, software, learning outcomes.*