

Nur Azizah Mawar Andini. 2025. *Pengaruh Model Pembelajaran Game Based Learning Berbantuan Quizalize Terhadap Hasil Belajar Siswa Kelas X SMA Negeri 1 Kamal*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Evy Maya Stefany, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Game Based Learning* berbantuan *Quizalize* terhadap hasil belajar siswa pada materi algoritma dan pemrograman di SMA Negeri 1 Kamal. Populasi penelitian ini adalah seluruh kelas X SMA Negeri 1 Kamal. Sampel terdiri dari dua kelas: kelas eksperimen X-8 dengan 31 siswa dan kelas kontrol X-7 dengan 31 siswa. Data dikumpulkan dengan menggunakan soal pretest, posttest, wawancara, observasi, dan angket. Penelitian ini menggunakan metode eksperimen semu dengan *Nonequivalent Control Group Design* dan pendekatan kuantitatif. Hasil penelitian menunjukkan 1) Berdasarkan uji signifikan hasil $t_{hitung} > t_{tabel}$ atau $2,367 > 2,045$ sehingga H_a diterima, hasil uji gain sebesar 0,624 menunjukkan pengaruh model ini dalam kategori cukup efektif. 2) Aktivitas pelaksanaan pembelajaran menggunakan *Game Based Learning* berbantuan *Quizalize* menunjukkan hasil sangat baik, aktivitas guru memperoleh persentase 97,6% dengan kategori “sangat baik” dan aktivitas siswa memperoleh persentase 82,74 dengan kategori “baik”. 3) Respon siswa pada pembelajaran dengan model *Game Based Learning* berbantuan *Quizalize* memperoleh persentase 89,22% berkategori sangat baik dari siswa. Berdasarkan beberapa data yang diperoleh maka dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *Game Based Learning* berbantuan *Quizalize* terhadap hasil belajar siswa pada materi algoritma dan pemrograman di SMA Negeri 1 Kamal.

Kata Kunci : algoritma dan pemrograman, *game based learning*, hasil belajar, *quizalize*.

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ABSTRACT

This study aims to determine the effect of the Game-Based Learning model assisted by Quizalize on student learning outcomes in the subject of algorithms and programming at SMA Negeri 1 Kamal. The population of this study consisted of all Grade X students at SMA Negeri 1 Kamal. The sample included two classes: the experimental class X-8 with 31 students and the control class X-7 with 31 students. Data were collected using pre-tests, post-tests, interviews, observations, and questionnaires. This study used a quasi-experimental method with a Nonequivalent Control Group Design and a quantitative approach. The results showed: (1) Based on the significance test, the $t_{value} > t_{table}$ ($2.367 > 2.045$), indicating that the alternative hypothesis (H_a) is accepted. The gain test result was 0.624, indicating a quite effective (2) The implementation of learning activities using the Game-Based Learning model assisted by Quizalize showed excellent results. Teacher activity achieved a percentage of 97.6% (categorized as “very good”), while student activity achieved 82.74% (categorized as “good”). (3) Students’ responses to the learning using the Game-Based Learning model assisted by Quizalize reached a percentage of 89.22%, categorized as “very good.” Based on these findings, it can be concluded that the Game-Based Learning model assisted by Quizalize has a significant effect on students’ learning outcomes in the subject of algorithms and programming at SMA Negeri 1 Kamal.

Keywords: *algorithms and programming, game-based learning, learning outcomes, Quizalize.*