

Nuriyah. 2024. *Pengaruh Model Problem Based Learning Berbasis Gamifikasi Quizwhizzer Terhadap Hasil Belajar Siswa Materi Perkembangan Teknologi Di SMK 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 Problem Based Learning berbasis gamifikasi *QuizWhizzer* terhadap hasil belajar siswa pada materi Dasar-dasar Jaringan Komputer di SMK Nurul Amanah. Metode penelitian yang digunakan adalah kuantitatif dengan desain eksperimen semu, yang melibatkan dua kelas, yaitu kelas eksperimen yang menerapkan model PBL berbasis gamifikasi dan kelas kontrol yang menggunakan metode pembelajaran konvensional. Data dikumpulkan melalui pretest dan posttest, serta lembar observasi aktivitas guru dan siswa. Hasil penelitian menunjukkan bahwa rata-rata nilai posttest siswa di kelas eksperimen mencapai 80,50, sedangkan kelas kontrol 74,25. Uji t menunjukkan thitung sebesar 3,107 dan ttabel 2,101 pada taraf signifikansi 0,05, yang berarti terdapat pengaruh signifikan dari penerapan model PBL berbasis gamifikasi terhadap hasil belajar siswa. Selain itu, hasil observasi aktivitas guru dan siswa menunjukkan kategori “sangat baik” dan “baik”, serta respon siswa terhadap pembelajaran juga berada dalam kategori “sangat baik” dengan presentase 86,6%. Dari hasil penelitian ini, dapat disimpulkan bahwa penerapan model Problem Based Learning berbasis gamifikasi melalui QuizWhizzer efektif dalam meningkatkan hasil belajar siswa. Penelitian ini diharapkan dapat menjadi referensi bagi pendidik dalam mengimplementasikan metode pembelajaran yang inovatif dan menarik.

Kata Kunci: Problem based learning, Gamifikasi, QuizWhizzer, Hasil Belajar.

Nuriyah. 2024. *The Influence of the Gamified Quizwhizzer Problem Based Learning Model on Student Learning Outcomes in Technology Development Material at Vocational School Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Trunojoyo Madura University*. Supervisor: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRACT

This study aims to determine the effect of the gamification-based Problem Based Learning model using QuizWhizzer on student learning outcomes in the subject of Fundamentals of Computer Networking at SMK Nurul Amanah. The research method used is quantitative with a quasi-experimental design, which involves two classes, namely the experimental class that applies the gamification-based PBL model and the control class that uses conventional learning methods. Data were collected through pretests and posttests, as well as observation sheets of teacher and student activities. The results of the study show that the average posttest score of students in the experimental class reached 80.50, while the control class scored 74.25. The t-test showed a t-value of 3.107 and a t-table of 2.101 at a significance level of 0.05, indicating a significant effect of the implementation of the gamification-based PBL model on student learning outcomes. In addition, the results of the observations of teacher and student activities show categories of 'very good' and 'good', and student responses to the learning are also in the 'very good' category with a percentage of 86.6%. From this research, it can be concluded that the application of the gamification-based Problem Based Learning model through QuizWhizzer is effective in improving student learning outcomes. This study is expected to serve as a reference for educators in implementing innovative and engaging teaching methods.

Keywords: *Problem based learning, Gamification, QuizWhizzer, Learning Outcomes.*