

ABSTRAK

Faridatul Yuniar. 2025. *Pengaruh Permainan Edukasi Wordwall terhadap Hasil Belajar Bahasa Madura Kelas V UPTD SDN Tanjung Jati 2*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Humairah Fauziah, M.Pd.

Penelitian ini didasari oleh rendahnya hasil belajar Bahasa Madura peserta didik, terutama dalam hal penguasaan kosakata dan teks naratif. Tujuan penelitian ini adalah untuk mengetahui pengaruh permainan edukasi Wordwall terhadap hasil belajar Bahasa Madura kelas V UPTD SDN Tanjung Jati 2. Pendekatan yang digunakan dalam penelitian ini adalah kuantitatif dengan desain One Group Pretest-Posttest. Subjek penelitian meliputi 18 peserta didik dari kelas V. Teknik pengumpulan data yang digunakan adalah melalui tes (pretest dan posttest) serta lembar observasi keterlaksanaan pembelajaran. Uji hipotesis menggunakan metode *Wilcoxon Signed Rank Test* dengan nilai signifikansi $0,001 < 0,05$ menunjukkan hipotesis alternatif diterima, artinya terdapat pengaruh yang signifikan dari penggunaan permainan edukasi *Wordwall* terhadap hasil belajar Bahasa Madura. Selain, penggunaan permainan edukasi Wordwall terbukti efektif dalam meningkatkan hasil belajar serta mampu menciptakan suasana belajar yang lebih interaktif, menyenangkan dan aktif dalam pembelajaran Bahasa Madura peserta didik kelas V di UPTD SDN Tanjung Jati 2.

Kata Kunci: Bahasa Madura, Hasil belajar, *Wordwall*

ABSTRACT

Faridatul Yuniar. 2025. The Effect of the Wordwall Educational Game on Madurese Language Learning Outcomes of Fifth Grade Students at UPTD SDN Tanjung Jati 2. *Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Humairah Fauziah, M.Pd.*

This research was driven by the unsatisfactory learning outcomes of students in the Madurese language, particularly concerning their mastery of vocabulary and narrative texts. The purpose of this study was to determine the effect of the Wordwall educational game on the Madurese learning outcomes of fifth-grade students at UPTD SDN Tanjung Jati 2. This study applied a quantitative approach with a one-group pretest-posttest design. The research subjects consisted of 18 fifth-grade students. Data were collected through tests (pretest and posttest) and observation sheets of learning implementation. The hypothesis was tested using the Wilcoxon Signed Rank Test, which obtained a significance value of $0.001 < 0.05$, indicating that the alternative hypothesis was accepted. The results showed that the use of Wordwall had a significant effect on students' Madurese learning outcomes. The media proved to be effective in improving learning outcomes as well as creating a more interactive, enjoyable, and engaging classroom atmosphere.

Keywords: *Madurese language, Learning outcomes, Wordwall*