

Lailatul Qomariyah. 2026. *Pengaruh Model Pembelajaran Project Based Learning Dengan Pendekatan Deep Learning Berbantuan Wayground Terhadap Hasil Belajar Siswa pada Materi Berpikir Komputasional*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Evy Maya Stefany, S.Pd., M.Pd.

## ABSTRAK

Abstrak: Penelitian ini dilatarbelakangi rendahnya hasil belajar siswa pada materi berpikir komputasional yang menunjukkan perlunya penerapan model pembelajaran yang mampu meningkatkan keterlibatan dan pemahaman siswa secara mendalam. Penelitian ini bertujuan untuk mengetahui pengaruh model *project based learning* dengan pendekatan *deep learning* berbantuan *wayground* terhadap hasil belajar siswa, keterlaksanaan pembelajaran, dan respon siswa. Penelitian ini menggunakan pendekatan kuantitatif dengan desain *quasi experimental* tipe *nonequivalent control group design*. Pengumpulan data dilakukan melalui tes hasil belajar, observasi, dan angket respon siswa. Analisis data meliputi uji normalitas, uji homogenitas, uji linieritas, uji signifikansi, dan uji N-Gain. Hasil penelitian menunjukkan bahwa keterlaksanaan pembelajaran tergolong sangat baik dengan persentase aktivitas guru sebesar 81,5% dan aktivitas siswa sebesar 75,83%. Hasil uji hipotesis menunjukkan nilai  $t_{hitung}$  sebesar 2,944 lebih besar daripada  $t_{tabel}$  sebesar 2,086 pada taraf signifikansi 0,05 sehingga  $H_a$  diterima dan  $H_o$  di tolak. Nilai rata-rata *posttest* kelas eksperimen sebesar 81,36 lebih tinggi dibandingkan kelas kontrol sebesar 69,00. Hasil N-Gain sebesar 0,622 berada pada kategori cukup efektif, sedangkan respon siswa memperoleh persentase sebesar 71% dengan kategori positif. Dapat disimpulkan bahwa model pembelajaran *project based learning* dengan pendekatan *deep learning* berbantuan *wayground* berpengaruh signifikan terhadap hasil belajar siswa pada materi berpikir komputasional.

**Kata kunci:** Project Based Learning, Deep Learning, Wayground, hasil belajar, berpikir komputasional.

Lailatul Qomariyah. 2026. *The Effect of Project Based Learning with a Deep Learning Approach Assisted by Wayground on Students' Learning Outcomes in Computational Thinking Material*. Undergraduate Thesis. Informatics Education Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Supervisor: Evy Maya Stefany, S.Pd., M.Pd.

## **ABSTRACT**

**Abstract:** This study was motivated by the low learning outcomes of students in computational thinking, indicating the need for a learning model that can enhance student engagement and deepen their understanding. The purpose of this study was to determine the effect of the Project-Based Learning model with a Deep Learning approach assisted by Wayground on students' learning outcomes, the implementation of the learning process, and students' responses. This study employed a quantitative approach using a quasi-experimental method with a nonequivalent control group design. Data were collected through learning achievement tests, classroom observations, and student response questionnaires. The data were analyzed using normality, homogeneity, linearity, significance, and N-Gain tests. The results showed that the implementation of the learning process was categorized as very good, with teacher activity reaching 81.5% and student activity reaching 75.83%. The hypothesis testing results revealed that the calculated t-value 2.944 was greater than the critical t-value 2.086 at the 0.05 significance level, indicating that the alternative hypothesis  $H_a$  was accepted and the null hypothesis  $H_0$  was rejected. Furthermore, the mean post-test score of the experimental class 81.36 was higher than that of the control class 69.00. The N-Gain score was 0.622, indicating a moderately effective category, while students' responses reached 71%, which was categorized as positive. It can be concluded that the Project-Based Learning model with a Deep Learning approach assisted by Wayground has a significant positive effect on students' learning outcomes in computational thinking.

**Keywords:** Project Based Learning, Deep Learning, Wayground, Learning outcomes, Computational Thinking.