

Tri Sumiati Wulandari.2024.*Pengaruh Model Pembelajaran Game Based Learning Berbantuan Wordwall Terhadap Hasil dan Minat Belajar Siswa Pada Materi Berpikir Komputasional Kelas X*.Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.Pembimbing : Etistika Yuni Wijaya, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Game Based Learning* Berbantuan *Wordwall* Terhadap Hasil dan Minat Belajar Siswa Pada Materi Berpikir Komputasional Kelas X, keterlaksanaan pembelajaran. Penelitian ini menggunakan metode kuantitatif dengan model penelitian eksperimen. Populasi yang digunakan pada penelitian ini adalah 70 siswa kelas X SMAN 1 Bangkalan, dimana 36 Siswa kelas XE-1 sebagai kelas eksperimen dan 34 siswa kelas XE-2 sebagai kelas kontrol. Pengumpulan data dilakukan dengan cara memberikan tes hasil belajar *posttest*, angket minat belajar, melakukan wawancara, observasi. Berdasarkan hasil penelitian didapatkan yaitu, (1) Keterlaksanaan model pembelajaran *game based learning* berbantuan *wordwall* terhadap hasil belajar siswa menunjukkan hasil baik. aktivitas guru memperoleh persentase 98% dengan kategori “sangat baik”, sedangkan aktivitas siswa memperoleh persentase 82,5% dengan kategori “baik”. (2) Perhitungan uji signifikan uji t menunjukkan terdapat pengaruh model pembelajaran *game based learning* berbantuan *wordwall* terhadap hasil belajar siswa dengan hasil $t_{hitung} > t_{tabel}$ atau $4,0403 > 1,9955$ maka sesuai kaidah pengujian H_a diterima. (3) Perhitungan uji signifikan uji t menunjukkan terdapat pengaruh model pembelajaran *game based learning* berbantuan *wordwall* terhadap minat belajar siswa dengan hasil $t_{hitung} > t_{tabel}$ atau $60,6841 > 1,9955$ maka sesuai kaidah pengujian H_a diterima. Sehingga dapat disimpulkan bahwa terdapat pengaruh pada model pembelajaran *game based learning* berbantuan *wordwall* terhadap hasil dan minat belajar siswa pada materi berpikir komputasional kelas X SMAN 1 Bangkalan.

Kata Kunci : Berpikir komputasional, *game based learning*, hasil belajar, minat belajar , *wordwall*

Tri Sumiati Wulandari.2024.*Pengaruh Model Pembelajaran Game Based Learning Berbantuan Wordwall Terhadap Hasil dan Minat Belajar Siswa Pada Materi Berpikir Komputasional Kelas X*.Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.Pembimbing : Etistika Yuni Wijaya, S.Pd., M.Pd.

ABSTRACT

This study aims to determine the influence of the Wordwall-Assisted Game Based Learning learning model on students' learning outcomes and interests in Class X Computational Thinking Material, learning implementation. This study uses a quantitative method with an experimental research model. The population used in this study was 70 students in class X of SMAN 1 Bangkalan, of which 36 students in class XE-1 as the experimental class and 34 students in class XE-2 as the control class. Data collection is carried out by providing posttest learning outcome tests, learning interest questionnaires, conducting interviews, and observations. Based on the research results, it was found that (1) The implementation of the wordwall-assisted game-based learning model on student learning outcomes showed good results. Teacher activities obtained a percentage of 98% in the "very good" category, while student activities obtained a percentage of 82.5% in the "good" category. (2) The calculation of the significant t test shows that there is an influence of the wordwall-assisted game-based learning model on student learning outcomes with the results $t_{count} > t_{table}$ or $4.0403 > 1.9955$, so according to the H_a testing rules it is accepted. (3) The calculation of the significant t test shows that there is an influence of the wordwall-assisted game-based learning model on students' learning interest with the results $t_{count} > t_{table}$ or $60.6841 > 1.9955$, so according to the H_a testing rules it is accepted. So it can be concluded that there is an influence on the wordwall-assisted game-based learning model on students' learning outcomes and interest in computational thinking material for class X SMAN 1 Bangkalan.

Keywords: *Computational thinking, game Based Learning, learning outcomes, interest, Wordwall*