

Arif Budi Pradana. 2024. *Pengembangan Perangkat Penilaian Kognitif Berbasis Quizizz Pada Siswa Kelas IV SDN Jombatan III Jombang*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ahmad Sudi Pratikno, M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan perangkat penilaian kognitif berbasis *Quizizz* untuk siswa kelas IV di SDN Jombatan III Jombang. Metode yang digunakan dalam penelitian ini adalah *Research and Development* (R&D) dengan model ADDIE (Analysis, Design, Development, Implementation, and Evaluation). Teknik pengumpulan data menggunakan observasi, wawancara, angket, tes hasil belajar, dan dokumentasi. Pengembangan ini dilakukan untuk meningkatkan kualitas pembelajaran, keterlibatan siswa, serta memberikan pengalaman belajar yang interaktif dan relevan. Hasil penelitian menunjukkan bahwa perangkat penilaian yang dikembangkan valid, menarik, dan efektif melalui validasi materi pembelajaran dengan persentase 76%, validasi desain pembelajaran dengan persentase 93%, validasi instrumen pembelajaran dengan persentase 66%, angket respon siswa dengan persentase 86,15%, observasi aktivitas guru dengan persentase 82%, observasi aktivitas siswa dengan persentase 83%, dan tes hasil belajar secara klasikal dengan persentase 19,23%. Penggunaan *Quizizz* sebagai media penilaian juga berhasil meningkatkan motivasi belajar dan interaksi siswa di kelas.

Kata Kunci : Penilaian kognitif, *Quizizz*, Pengembangan perangkat pembelajaran

Arif Budi Pradana. 2024. *Development of Quizizz-Based Authentic Assessment Tools for Class IV Students at Elementary School Jombatan III Jombang*. Thesis, Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunojoyo Madura University, Supervisor: Ahmad sudi pratikno.

ABSTRACT

This research aims to develop an authentic-based assessment tool Quizizz for class IV students at Elementary School Jombatan III Jombang. The method used in this research is Research and Development (R&D) with the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. Data collection techniques use observation, interviews, questionnaires, learning outcomes tests, and documentation. This development was carried out to improve the quality of learning, student involvement, and provide an interactive and relevant learning experience. The results of the research show that the assessment tools developed are valid, interesting and effective through validation of learning materials with a percentage of 76%, validation of learning designs with a percentage of 93%, validation of learning instruments with a percentage of 66%, student response questionnaires with a percentage of 86.15%, observation teacher activities with a percentage of 82%, observation of student activities with a percentage of 83%, and classical learning outcomes tests with a percentage of 19.23%. Use Quizizz as an assessment medium it has also succeeded in increasing student motivation and interaction in class.

Keywords : Authentic assessment, Quizizz, Learning tool development