

Nikmatul Luailik. 2026. *Pengaruh Media Permainan Edukatif Construct 2 Terhadap Keterampilan Membaca Teks Berita Kelas VII SMPN 2 Bangkalan*. Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia. Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Siti Mutiatun, S.Pd.I, M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh permasalahan rendahnya keterampilan membaca teks berita pada kelas VII SMP Negeri 2 Bangkalan. Siswa memiliki kendala memahami isi secara menyeluruh, menentukan ide pokok dan unsur berita. Hal tersebut disebabkan oleh proses pembelajaran yang masih berpusat pada guru serta minim menggunakan media digital sehingga berdampak pada pemahaman dan keterampilan membaca siswa. Penelitian ini bertujuan untuk mengetahui pengaruh media permainan edukatif Construct 2 terhadap keterampilan membaca teks berita kelas VII SMPN 2 Bangkalan. Penelitian ini menggunakan metode kuantitatif eksperimen dengan desain *Quasi Experimental Design*. Populasi penelitian ini yaitu semua siswa kelas VII SMPN 2 Bangkalan. Pengambilan sampel menggunakan teknik *nonprobability sampling* jenis *sampling purposive*. Sampel penelitian ini sebanyak 64 siswa. Data penelitian diperoleh melalui *pretest* dan *posttest* pada kelas kontrol dan eksperimen. Hasil penelitian menunjukkan bahwa nilai rata-rata *pretest* kelompok kontrol 65,88 dan *posttest* kelompok kontrol 75,19. Sedangkan nilai rata-rata *pretest* kelompok eksperimen 67,13 dan *posttest* kelompok eksperimen 81,56. Untuk hasil hipotesis (Uji T) dengan taraf signifikansi 0,05 diperoleh $t_{hitung} (3,137) > t_{tabel} (1,999)$ maka H_a diterima. Berdasarkan hasil penelitian tersebut dapat disimpulkan bahwa terdapat pengaruh yang signifikan dalam penggunaan media permainan edukatif Construct 2 terhadap keterampilan membaca teks berita kelas VII SMP Negeri 2 Bangkalan.

Kata Kunci: construct 2, media permainan edukatif, keterampilan membaca teks berita

Nikmatul Luailik. 2026. *The Effect of Construct 2 Educational Game Media on the News Text Reading Skills of Grade VII Students of SMPN 2 Bangkalan*. Thesis, Indonesian Language and Literature Education Study Program. Faculty of Teacher Training and Education, Trunodjoyo University, Madura. Advisor: Siti Mutiatun, S.Pd.I, M.Pd.

ABSTRACT

This research is motivated by the problem of low skill in news text reading seventh-grade students at SMP Negeri 2 Bangkalan. Students have understanding difficulty the content comprehensively and determining the main idea and elements of the news. This is caused by the learning process which is still teacher-centered and minimal use of digital media, which has an impact on students' understanding and reading skills. This study aims to determine the effect of the educational game Construct 2 on the news text reading skills of seventh-grade students at SMPN 2 Bangkalan. This study used a quantitative experimental method with a Quasi-Experimental Design. The population of this study was all seventh-grade students at SMPN 2 Bangkalan. Sampling used a nonprobability sampling technique with a purposive sampling type. The sample size was 64 students. Data were obtained through pretests and posttests in the control and experimental classes. The results showed that the average pretest score for the control group was 65.88 and the posttest score for the control group was 75.19. Meanwhile, the average pretest score for the experimental group was 67.13 and the posttest score for the experimental group was 81.56. For the hypothesis (T-test) results, with a significance level of 0.05, the calculated $t (3.137) > t (1.999)$ were obtained, thus H_a was accepted. Based on these research results, it can be concluded that the use of Construct 2 educational game media significantly influenced the news text reading skills of seventh-grade students at SMP Negeri 2 Bangkalan.

Keywords: *construct 2, educational game media, news text reading skills*