PENGARUH MEDIA PEMBELAJARAN DIGITAL *GAME BASED LEARNING* TERHADAP HASIL BELAJAR SISWA MATA PELAJARAN IPAS KELAS IV SD NEGERI 106832 SUKA MANDI HULU
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ABSTRAK

Penelitian ini dilatar belakangi oleh adanya masalah yaitu nilai yang di peroleh siswa kurang memuaskan karena media pembelajaran yang diterapkan oleh guru kurang bervariasi. Oleh karena itu peneliti memutuskan untuk menggunakan media Digital *Game Based Learning*. Penelitian ini bertujuan untuk mengetahui apakah ada pengaruh media pembelajaran digital *game based learning* terhadap hasil belajar siswa dalam pembelajaran IPAS kelas IV SD N 106832 Suka Mandi Hulu. Metode penelitian ini menggunakan metode Kuantitatif. Dengan pendekatan (quasi experimen). Sedangkan desain penelitian yang digunakan yaitu *Pretest Posttest Control Grub Design*, yaitu dengan melakukan (*pretest*) dan (*postest*) di kelas kontrol, dan di kelas eksperimen melakukan (*pretest*), kemudian dilakukan tes akhir (*postest*). Teknik pengumpulan data dengan cara melakukan uji normalitas, uji homogenitas, dan uji-t. Hasil penelitian menunjukan bahwa adanya perbedaan yang segnifikan pada kelas eksperimen dan kelas kontrol dimana presentasi ketuntasan belajar di kelas eksperimen 85,5 sedangkan di kelas kontrol 73,71. Disimpulkan bahwa Ho ditolak dan Ha ditrima, yang artinya terdapat pengaruh yang segnifikan antara media digital *Game Based Learning* terhadap hasil belajar siswa dalam mata pelajaran IPAS kelas IV SD Negeri 106832 Suka Mandi Hulu.

Kata Kunci: Media Pembelajaran Digital Game Based Learning, Hasil Belajar

THE INFLUENCE OF DIGITAL GAME-BASED LEARNING MEDIA ON STUDENT LEARNING OUTCOMES IN IPS LEARNING IN CLASS IV OF STATE ELEMENTARY SCHOOL 106832 SUKA MANDI HULU

ABSTRACT

This research is motivated by the issue of unsatisfactory student scores due to the limited variety of learning media applied by teachers. Therefore, the researcher decided to use Digital Game-Based Learning media. This study aims to determine whether there is an influence of digital game-based learning media on student learning outcomes in IPS lessons for class IV of State Elementary School 106832 Suka Mandi Hulu. The research method used is quantitative, with a quasi-experimental approach. The research design employed is the Pretest Posttest Control Group Design, which involves conducting pretests and posttests in the control class, and in the experimental class, conducting pretests followed by a final test (posttest). Data collection techniques include normality tests, homogeneity tests, and t-tests. The results of the study indicate a significant difference between the experimental and control classes, where the percentage of learning completeness in the experimental class is 85.5, while in the control class, it is 73.71. It is concluded that Ho is rejected and Ha is accepted, meaning there is a significant influence of digital game-based learning media on student learning outcomes in IPS subjects for class IV of State Elementary School 106832 Suka Mandi Hulu.

Keywords: Digital Game-Based Learning Media, Learning Outcomes