

**PENGARUH MEDIA *GAME* INTERAKTIF *BAMBOOZLE*
TERHADAP HASIL BELAJAR SISWA PADA MATA
PELAJARAN MATEMATIKA MATERI
PENJUMLAHAN DAN PENGURANGAN
KELAS II SD NEGERI 026793
BINJAI UTARA**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui: (1) hasil belajar siswa kelas II pada mata pelajaran matematika materi penjumlahan dan pengurangan menggunakan media *game* interaktif *baamboozle*. (2) hasil belajar siswa kelas II pada mata pelajaran matematika materi penjumlahan dan tanpa menggunakan media *game* interaktif *baamboozle*. (3) pengaruh yang signifikan penggunaan media *game* interaktif *baamboozle* terhadap hasil belajar siswa kelas II pada mata pelajaran matematika materi penjumlahan dan pengurangan. Penelitian ini dilakukan menggunakan jenis penelitian kuantitatif metode *Quasi Eksperimen*. Penelitian ini menggunakan rancangan peneliti *kontrol group pretest-posttest design*. Instrumen yang digunakan dalam penelitian ini dapat berupa tes *essay* berisi 5 soal. Populasi dalam penelitian ini adalah seluruh siswa kelas II SD Negeri 026793 Binjai Utara yang berjumlah 44 siswa. Sampel penelitian ini adalah kelas kontrol berjumlah 23 siswa dan kelas eksperimen berjumlah 21 siswa yang ditentukan melalui *pretest*. Teknik analisis data penelitian ini menggunakan uji normalitas, homogenitas, dan uji hipotesis *independent sampel T-test*. Berdasarkan uji normalitas nilai *pretest* kelas kontrol yaitu $0,08089 < 0,1798$ dan nilai *posttest* kelas kontrol yaitu $0,10499 < 0,1798$ nilai *pretest* kelas eksperimen yaitu $0,18408 < 0,1881$ dan nilai *posttest* kelas eksperimen yaitu $0,14058 < 0,1881$. Uji homogenitas *pretest* yaitu $F_{hitung} 1,77 < F_{tabel} 2,10$ dan uji homogenitas *posttest* yaitu $F_{hitung} 1,79 < F_{tabel} 2,10$ sehingga bersifat homogen. Uji hipotesis yaitu $t_{hitung} 2,27 > t_{tabel} 1,68$ maka H_0 ditolak dan H_a diterima sehingga terdapat pengaruh yang signifikan pada media *game* interaktif *baamboozle* terhadap hasil belajar siswa kelas II SD Negeri 026793 Binjai Utara.

Kata kunci: penjumlahan dan pengurangan, hasil belajar, media *game* interaktif *baamboozle*, pengaruh

The Effect of Interactive Game Media Bamboozle on Students' Learning Outcomes in Mathematics on Addition and Subtraction Material for Grade II Students of SD Negeri 026793 Binjai Utara

ABSTRACT

This study aims to determine: (1) the learning outcomes of second-grade students in mathematics on addition and subtraction material using the interactive game media Bamboozle; (2) the learning outcomes of second-grade students in mathematics on addition and subtraction material without using the interactive game media Bamboozle; and (3) the significant effect of using the interactive game media Bamboozle on the learning outcomes of second-grade students in mathematics on addition and subtraction material. This research employed a quantitative approach using a quasi-experimental method. The research design used was a control group pretest–posttest design. The instrument used in this study was an essay test consisting of five questions. The population of this study included all second-grade students of SD Negeri 026793 Binjai Utara, totaling 44 students. The research sample consisted of a control class with 23 students and an experimental class with 21 students, which were determined based on the pretest results. The data analysis techniques used in this study included normality tests, homogeneity tests, and hypothesis testing using an independent samples t-test. Based on the normality test, the pretest score of the control class was $0.08089 < 0.1798$ and the posttest score was $0.10499 < 0.1798$. The pretest score of the experimental class was $0.18408 < 0.1881$ and the posttest score was $0.14058 < 0.1881$, indicating that the data were normally distributed. The homogeneity test showed that the pretest value was $F_{\text{calculated}} 1.77 < F_{\text{table}} 2.10$ and the posttest value was $F_{\text{calculated}} 1.79 < F_{\text{table}} 2.10$, indicating that the data were homogeneous. The hypothesis test showed that $t_{\text{calculated}} 2.27 > t_{\text{table}} 1,68$ therefore, H_0 was rejected and H_a was accepted. This indicates that the interactive game media Bamboozle has a significant effect on the learning outcomes of second-grade students at SD Negeri 026793 Binjai Utara.

Keywords: *addition and subtraction, learning outcomes, interactive game media Bamboozle, effect*