

ABSTRAK

Diana Citra Septiyani. 2024. *Efektivitas Model Game Based Learning Berbantuan Media Pizza Math Pada Pembelajaran Matematika Terhadap Hasil Belajar Pecahan Siswa Sekolah Dasar*. Skripsi. Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Pembimbing (I) Melik Budiarti, S.Sos., M.A. (II) Naniek Kusumawati, M.Pd.

Konsep pecahan, sebagai bagian dari matematika sangat penting bagi siswa untuk membantu mengembangkan keterampilan berpikir abstrak, logis, dan analitis. Pengintegrasian materi pecahan membutuhkan model pembelajaran berbasis permainan, seperti model game based learning dan ditunjang dengan media pembelajaran yang sesuai. Tujuan penelitian ini adalah untuk mengetahui efektivitas model pembelajaran game based learning berbantuan media digital pizza math pada pembelajaran matematika terhadap hasil belajar pecahan siswa sekolah dasar. Penelitian ini diharapkan dapat memberikan inovasi dalam pembelajaran matematika, khususnya materi pecahan. Pendekatan yang digunakan adalah kuantitatif dengan jenis quasi eksperimen menggunakan desain pretest-posttest control group design. Populasi penelitian adalah seluruh siswa kelas IV di SDN 01 Nambangan Lor, dengan sampel sebanyak 52 siswa yang terbagi dalam 26 siswa di kelas eksperimen dan 26 siswa di kelas kontrol. Hasil penelitian menunjukkan bahwa model game based learning berbantuan media pizza math efektif dalam meningkatkan hasil belajar pecahan siswa sekolah dasar, dengan siswa di kelas eksperimen menunjukkan peningkatan signifikan dan memiliki rerata nilai lebih tinggi dibandingkan siswa di kelas kontrol yang menggunakan model pembelajaran konvensional berbantuan media video.

Kata kunci: model *game based learning*, media *pizza math*, pecahan, hasil belajar

ABSTRACT

Diana Citra Septiyani. 2024. *Effectiveness of Game Based Learning Model assisted by Pizza Math Media in Mathematics Learning on Fraction Learning Outcomes of Elementary School Students.* Thesis. Faculty of Teacher Training and Education, UNIVERSITAS PGRI MADIUN. Advisor: Melik Budiarti, S.Sos., M. A., Co-Advisor: Naniek Kusumawati, M.Pd.

Key Terms : Game Based Learning Model, Pizza Math Media, Fractions, Learning Outcomes

The concept of fractions, as part of mathematics is very important for students to help develop abstract, logical, and analytical thinking skills. Integration of fraction material requires a game-based learning model, such as a game-based learning model and supported by appropriate learning media. The purpose of this study was to determine the effectiveness of game-based learning model assisted by digital media pizza math in mathematics learning on learning outcomes of fractions of elementary school students. This research is expected to provide innovation in learning mathematics, especially fraction material. The approach used is quantitative with the type of quasi experiment using pretest-posttest control group design. The study population was all fourth grade students at SDN 01 Nambangan Lor, with a sample of 52 students divided into 26 students in the experimental class and 26 students in the control class. The results showed that the game-based learning model assisted by pizza math media was effective in improving the learning outcomes of elementary school students' fractions, with students in the experimental class showing significant improvement and having higher mean scores than students in the control class who used conventional learning models assisted by video media.