

ABSTRAK

Grestian Putri Larasati. 2026. Pengaruh Model Pembelajaran *Game-Based Learning* (GBL) Berbantuan Media *Crossword Puzzle* terhadap Kemampuan Kosakata Bahasa Jawa Siswa Kelas III Sekolah Dasar. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Pembimbing (I) Dr. Elly's Mersina Mursidik, S.Pd., M.Pd.; Pembimbing (II) Dr. Hendra Erik, S.Pd., M.Pd.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Game-Based Learning* (GBL) berbantuan media *Crossword Puzzle* terhadap kemampuan kosakata bahasa Jawa siswa kelas III MI PSM Sukosari. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian pre-eksperimental dan desain *One Group Pretest–Posttest Design*. Sampel penelitian berjumlah 20 siswa kelas III MI PSM Sukosari Tahun Pelajaran 2025/2026 yang dipilih menggunakan teknik sampling jenuh. Data dikumpulkan melalui tes kemampuan kosakata bahasa Jawa berupa pretest dan posttest. Hasil penelitian menunjukkan bahwa rata-rata nilai *pretest* sebesar 65,50, sedangkan rata-rata nilai *posttest* sebesar 92,00. Hasil uji normalitas menunjukkan data tidak berdistribusi normal sehingga pengujian hipotesis menggunakan *Wilcoxon Signed Ranks Test*. Hasil uji hipotesis memperoleh nilai Asymp. Sig. (2-tailed) sebesar $0,000 < 0,05$, sehingga H_0 ditolak dan H_1 diterima. Penggunaan model pembelajaran *Game-Based Learning* (GBL) berbantuan media *Crossword Puzzle* terbukti efektif dalam meningkatkan kemampuan kosakata bahasa Jawa siswa serta menciptakan proses pembelajaran yang lebih aktif, interaktif, dan menyenangkan.

Kata kunci: *Game-Based Learning* (GBL), *Crossword Puzzle*, kemampuan kosakata bahasa Jawa.

ABSTRACT

Grestian Putri Larasati. 2026. *The Effect of the Game-Based Learning (GBL) Model Assisted by Crossword Puzzle Media on the Javanese Vocabulary Skills of Third-Grade Elementary School Students*. Undergraduate Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Advisors: (I) Dr. Elly's Mersina Mursidik, S.Pd., M.Pd.; (II) Dr. Hendra Erik, S.Pd., M.Pd.

This study aims to determine the effect of the Game-Based Learning (GBL) model assisted by Crossword Puzzle media on the Javanese vocabulary skills of third-grade students at MI PSM Sukosari. This study employed a quantitative approach using a pre-experimental research method with a One-Group Pretest–Posttest Design. The research sample consisted of 20 third-grade students at MI PSM Sukosari in the 2025/2026 academic year, selected using a saturated sampling technique. Data were collected through Javanese vocabulary tests administered as pretests and posttests. The results showed that the mean pretest score was 65.50, while the mean posttest score was 92.00. The normality test results indicated that the data were not normally distributed; therefore, the hypothesis was tested using the Wilcoxon Signed-Rank Test. The hypothesis testing results yielded an Asymp. Sig. (2-tailed) value of 0.000, which was less than 0.05, indicating that H_0 was rejected and H_1 was accepted. The use of the Game-Based Learning (GBL) model assisted by Crossword Puzzle media was found to be effective in improving students' Javanese vocabulary skills and creating a more active, interactive, and enjoyable learning process.

Keywords: *Game-Based Learning (GBL), Crossword Puzzle, Javanese vocabulary skills.*