

## ABSTRAK

**Heri Cahyono.** 2025. *Penggunaan Game Based Learning Untuk Meningkatkan Kemampuan Menulis Cerita Fiksi pada Pembelajaran Bahasa Indonesia bagi Siswa Kelas VI SD Negeri 1 Campur Nganjuk.* Tesis. Madiun : Program Studi Magister Pendidikan Bahasa dan Sastra Indonesia, Program Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Dr. V. Teguh Suharto, M.Pd., (II) Dr. Sigit Ricahyono, S.S.M.Pd.

**Kata kunci :** *Game-Based Learning, Kemampuan Menulis, Cerita Fiksi*

Penelitian ini memiliki tujuan: (1) Mendeskripsikan peningkatan motivasi siswa kelas VI SD Negeri 1 Campur Nganjuk dalam pembelajaran menulis cerita fiksi melalui penerapan game-based learning; (2) Mendeskripsikan peningkatan kemampuan menulis cerita fiksi siswa kelas VI SD Negeri 1 Campur Nganjuk setelah diterapkan game-based learning.

Penelitian dilaksanakan di Kelas VI SD Negeri 1 Campur Kecamatan Gondang Kabupaten Nganjuk Tahun Pelajaran 2025/2026. Penelitian ini menggunakan pendekatan penelitian kualitatif dengan jenis penelitian tindakan kelas (PTK). Subjek penelitian adalah siswa kelas VI sebanyak 16 siswa. Teknik pengumpulan data yang dilakukan adalah metode observasi, tes, dokumentasi, dan wawancara

Hasil penelitian menyimpulkan: (1) Penerapan game-based learning (GBL) terbukti dapat meningkatkan motivasi siswa kelas VI SD Negeri 1 Campur Nganjuk dalam pembelajaran menulis cerita fiksi; (2) Penerapan game-based learning (GBL) terbukti dapat meningkatkan kemampuan menulis cerita fiksi siswa kelas VI SD Negeri 1 Campur Nganjuk.

## ABSTRACT

**Heri Cahyono. 2025.** *The Use of Game-Based Learning to Improve Fiction Story Writing Skills in Indonesian Language Learning for Sixth-Grade Students of SD Negeri 1 Campur Nganjuk.* Thesis. Madiun: Master's Program in Indonesian Language and Literature Education, Graduate Program, Universitas PGRI Madiun. Advisors: (I) Dr. V. Teguh Suharto, M.Pd., (II) Dr. Sigit Ricahyono, S.S.M.Pd.

**Keywords:** *Game-Based Learning, Writing Skills, Fiction Stories*

This research aims to: (1) Describe the improvement of motivation among sixth-grade students of SD Negeri 1 Campur Nganjuk in learning to write fiction stories through the implementation of game-based learning; and (2) Describe the improvement of fiction story writing skills among sixth-grade students of SD Negeri 1 Campur Nganjuk after the implementation of game-based learning.

The research was conducted at SD Negeri 1 Campur Nganjuk during the 2025/2026 academic year. This study employs a qualitative research approach with a Classroom Action Research (CAR) design. The research subjects were 16 students from the sixth grade. Data collection techniques included observation, tests, documentation, and interviews.

The results of the study conclude that:

The implementation of game-based learning (GBL) is proven to increase the motivation of sixth-grade students at SD Negeri 1 Campur Nganjuk in learning to write fiction stories.

The implementation of game-based learning (GBL) is proven to improve the fiction story writing skills of sixth-grade students at SD Negeri 1 Campur Nganjuk.