

ABSTRAK

Dian Ekorini. 2025. *Penerapan Media Game Based Learning Berbasis Quizizz untuk Meningkatkan Kemampuan Berpikir Kritis dan Hasil Belajar IPAS Siswa Kelas V SDN 01 Mojorejo Kota Madiun.* Tesis. Madiun: Program Studi Magister Pendidikan Ilmu Pengetahuan Sosial, Sekolah Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Prof. Dr. Muhammad Hanif, MM, M.Pd., (II) Dr. Sudarmiani, M.Pd.

Kata Kunci: *Game Based Learning, Quizizz, Berpikir Kritis, Hasil Belajar.*

Penelitian ini bertujuan meningkatkan keterampilan berpikir kritis dan hasil belajar IPAS siswa kelas V SDN 01 Mojorejo melalui penerapan media Game Based Learning berbasis Quizizz. Kondisi pra-siklus menunjukkan pembelajaran masih konvensional dengan ketuntasan klasikal hanya 19,05% dan rata-rata nilai 62,00.

Metode yang digunakan adalah Penelitian Tindakan Kelas (PTK) dengan dua siklus, melibatkan 21 siswa. Data dikumpulkan melalui observasi, wawancara, dan tes hasil belajar, kemudian dianalisis secara deskriptif.

Hasil penelitian menunjukkan peningkatan signifikan. Pada siklus I, ketuntasan klasikal naik menjadi 28,6% dengan rata-rata nilai 66,57. Setelah perbaikan pada siklus II, ketuntasan belajar melampaui indikator keberhasilan (>75%). Peningkatan juga tampak pada keterampilan berpikir kritis, di mana siswa mulai mampu menganalisis masalah dan menjawab soal berbasis HOTS melalui fitur interaktif Quizizz.

Penerapan Game Based Learning berbasis Quizizz terbukti efektif meningkatkan keterampilan berpikir kritis dan hasil belajar IPA siswa kelas V. Media ini menciptakan suasana belajar interaktif, kompetitif, dan menyenangkan, sehingga relevan mendukung implementasi Kurikulum Merdeka.

ABSTRACT

Dian Ekorini. 2025. *Application of Quizizz-Based Game Based Learning Media to Improve Critical Thinking Skills and Science Learning Outcomes of Fifth Grade Students of SDN 01 Mojorejo, Madiun City*. Thesis. Madiun: Master of Social Science Education Study Program, Postgraduate School, Universitas PGRI Madiun. Supervisors (I) Prof. Dr. Muhammad Hanif, MM, M.Pd., (II) Dr. Sudarmiani, M.Pd.

Keywords: *Game Based Learning, Quizizz, Critical Thinking, Learning Outcomes.*

This study aims to improve critical thinking skills and science learning outcomes of fifth-grade students at SDN 01 Mojorejo through the application of Game Based Learning media based on Quizizz. Pre-cycle conditions showed that learning was still conventional with classical completeness of only 19.05% and an average score of 62.00.

The method used was Classroom Action Research (CAR) with two cycles, involving 21 students. Data were collected through observation, interviews, and learning outcome tests, then analyzed descriptively.

The research results showed significant improvement. In cycle I, classical mastery increased to 28.6% with an average score of 66.57. After improvements in cycle II, learning mastery exceeded the success indicator (>75%). Improvements were also evident in critical thinking skills, where students began to analyze problems and answer HOTS-based questions using the interactive Quizizz feature.

The implementation of Quizizz-based Game Based Learning has been proven effective in improving critical thinking skills and science learning outcomes of fifth-grade students. This media creates an interactive, competitive, and fun learning atmosphere, making it relevant to support the implementation of the Independent Curriculum.