

ABSTRAK

Rindy Eka Pratiwi, 2026. Pengaruh Metode Gamifikasi Berbantuan Aplikasi Digital *Baamboozle* terhadap Hasil Belajar Siswa pada Mata Pelajaran Bahasa Indonesia Kelas IV Sekolah Dasar, FKIP, UNIVERSITAS PGRI MADIUN. Pembimbing (1) Dr. Sri Lestari, M.Pd. Pembimbing (2) Dr. Raras Setyo Retno, M.Pd.

Hasil belajar kognitif siswa pada mata pelajaran bahasa Indonesia merupakan kemampuan yang dimiliki siswa yang ditunjukkan melalui tingkat penguasaan siswa terhadap materi. penelitian ini bertujuan untuk mengetahui pengaruh metode gamifikasi berbantuan aplikasi digital *Baamboozle* terhadap hasil belajar Bahasa Indonesia materi kata berimbuhan pada siswa kelas IV sekolah dasar. Penelitian menggunakan pendekatan kuantitatif dengan desain *Quasi Experimental tipe Non-Equivalent Control Group Design*. Sampel penelitian berjumlah 39 siswa yang terdiri atas 20 siswa kelas eksperimen dan 19 siswa kelas kontrol. Data dikumpulkan melalui tes *pre-test* dan *post-test*, kemudian dianalisis menggunakan uji normalitas, homogenitas, dan *Independent Sample T-Test* dengan bantuan SPSS 25. Hasil penelitian menunjukkan rata-rata nilai *post-test* kelas eksperimen sebesar 86,25 lebih tinggi dibandingkan kelas kontrol sebesar 77,89. Hasil uji hipotesis diperoleh nilai t hitung $3,524 > t$ tabel $2,026$ dengan signifikansi $0,001 < 0,05$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, metode gamifikasi berbantuan aplikasi digital *Baamboozle* berpengaruh signifikan terhadap hasil belajar Bahasa Indonesia siswa kelas IV sekolah dasar.

Kata kunci: gamifikasi, *Baamboozle*, hasil belajar, Bahasa Indonesia.

ABSTRACT

Rindy Eka Pratiwi, 2026. The Effect of the Gamification Method Assisted by the Baamboozle Digital Application on Fourth-Grade Elementary School Students' Indonesian Language Learning Outcomes, Faculty of Teacher Training and Education (FKIP), Universitas PGRI Madiun. Supervisor (1) Dr. Sri Lestari, M.Pd. Supervisor (2) Dr. Raras Setyo Retno, M.Pd.

Students' cognitive learning outcomes in the Indonesian language subject represent the abilities possessed by students, demonstrated through their level of mastery regarding the subject matter. This study aims to determine the effect of the gamification method—assisted by the Baamboozle digital application—on Indonesian language learning outcomes concerning the topic of affixed words among fourth-grade elementary school students. The study employed a quantitative approach using a quasi-experimental design, specifically the Non-Equivalent Control Group Design. The research sample consisted of 39 students, comprising 20 students in the experimental class and 19 students in the control class. Data were collected via pre-tests and post-tests and subsequently analyzed using normality tests, homogeneity tests, and the Independent Sample T-Test with the aid of SPSS 25. The results showed that the average post-test score of the experimental class (86.25) was higher than that of the control class (77.89). Hypothesis testing yielded a calculated t-value of 3.524, which was greater than the t-table value of 2.026, with a significance level of 0.001 (< 0.05); consequently, the null hypothesis (H_0) was rejected and the alternative hypothesis (H_1) was accepted. Thus, the gamification method assisted by the Baamboozle digital application has a significant effect on the Indonesian language learning outcomes of fourth-grade elementary school students.

Keywords: gamification, *Baamboozle*, learning outcomes, Indonesian language.