

ABSTRAK

Ima Kusumaningrum. 2026. Upaya Peningkatan Hasil Belajar Siswa Melalui Media Digital Quizwhizzer Pada Materi Teks Argumentasi Kelas IV Di SDN Maospati 3. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Keguruan dan Ilmu Pendidikan (FKIP), Universitas PGRI Madiun. Dosen Pembimbing (I) Dr. Sri Lestari, M.Pd., Dosen Pembimbing (II) Dr. Raras Setyo Retno, M.Pd.

Rendahnya hasil belajar siswa mata pelajaran Bahasa Indonesia pada materi Teks Argumentasi di kelas IV SDN Maospati 3 menjadi permasalahan nyata bagi siswa dan guru. Hasil belajar siswa yang masih dibawah KKM (Kriteria Ketuntasan Minimal) disebabkan karena model pembelajaran yang masih bersifat konvensional dan media pembelajaran yang belum memanfaatkan teknologi informasi. Penelitian ini bertujuan untuk mengetahui peningkatan hasil belajar siswa melalui media pembelajaran digital quizwhizzer menggunakan media deep learning pada mata pelajaran Bahasa Indonesia materi Teks Argumentasi di kelas IV SDN Maospati 3. Penelitian yang dilakukan dalam penelitian ini adalah deskriptif kualitatif. Penelitian ini merupakan penelitian tindakan kelas (PTK), maka prosedur penelitian ini sesuai dengan prosedur penelitian tindakan kelas yang dilakukan dalam proses siklus. Setiap siklus terdiri dari perencanaan, tindakan, observasi, dan refleksi. Jenis penelitian ini dilakukan oleh guru untuk usaha mengembangkan dan memperbaiki praktik pembelajaran serta kemampuan kognitif siswa dalam proses pembelajaran agar tercipta siswa yang lebih baik kompetensinya. Nilai rata-rata kelas pada prasiklus hanya mencapai 64,82 dengan presentase ketuntasan klasikal sebesar 25% hanya 7 siswa dari 28 siswa yang tuntas. Dilanjutkan rata-rata siklus I yakni 77,14 dengan presentase ketuntasan siswa 53,57%. Data nilai hasil belajar siswa menunjukkan 15 siswa mencapai nilai tuntas yang sesuai KKM. Tahap terakhir siklus II Berdasarkan data yang diperoleh, sebanyak 26 siswa atau 92,86% telah mencapai kriteria ketuntasan. Berdasarkan data tersebut menyatakan bahwa model pembelajaran deep learning berbantu media pembelajaran digital quizwhizzer meningkatkan hasil belajar siswa mata pelajaran bahasa indonesia pada materi teks argumentasi di kelas IV SDN Maospati 3.

Kata kunci: Deep Learning, Quizwhizzer, Sekolah Dasar.

ABSTRACT

Ima Kusumaningrum. 2026. Efforts to Improve Student Learning Outcomes Through Quizwhizzer Digital Media on Argumentative Text Material for Grade IV at SDN Maospati 3. Undergraduate Thesis. Elementary School Teacher Education Study Program. Faculty of Teacher Training and Education (FKIP), Universitas PGRI Madiun. Advisor (I) Dr. Sri Lestari, M.Pd., Advisor (II) Dr. Raras Setyo Retno, M.Pd.

The low learning outcomes of students in the Indonesian Language subject, specifically on Argumentative Text material in grade IV at SDN Maospati 3, pose a real challenge for both students and teachers. Student learning outcomes that remain below the Minimum Mastery Criteria (KKM) are caused by the conventional learning models and the lack of utilization of information technology in learning media. This study aims to determine the improvement of student learning outcomes through Quizwhizzer digital learning media using the deep learning method in the Indonesian Language subject for Argumentative Text material in grade IV at SDN Maospati 3. The methodology applied in this study is descriptive qualitative. As a Classroom Action Research (CAR), the procedure follows the standard classroom action research framework conducted in cycles. Each cycle consists of planning, action, observation, and reflection. This type of research is conducted by teachers to develop and improve learning practices as well as students' cognitive abilities in the learning process to foster better student competence. The class average score in the pre-cycle only reached 64.82, with a classical mastery percentage of 25%, meaning only 7 out of 28 students achieved mastery. This was followed by an average score of 77.14 in cycle I, with a student mastery percentage of 53.57%. The student learning outcome data showed that 15 students achieved passing scores in accordance with the KKM. In the final stage of cycle II, based on the data obtained, as many as 26 students or 92.86% had achieved the mastery criteria. Based on these data, it is concluded that the deep learning model assisted by Quizwhizzer digital learning media improves student learning outcomes in the Indonesian Language subject for argumentative text material in grade IV at SDN Maospati 3.

Keywords: Deep Learning, Quizwhizzer, Elementary School.