

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model *Game Based Learning* berbantuan media *puzzle* terhadap hasil belajar siswa sekolah dasar. Penelitian menggunakan pendekatan kuantitatif dengan metode eksperimen semu (quasi experiment) dan desain *Nonequivalent Control Group Design*. Subjek penelitian terdiri atas kelas eksperimen yang memperoleh pembelajaran menggunakan model *Game Based Learning* berbantuan media *puzzle* dan kelas kontrol yang memperoleh pembelajaran secara konvensional. Pengumpulan data dilakukan melalui tes hasil belajar berupa pretest dan posttest yang telah diuji validitas, reliabilitas, tingkat kesukaran, dan daya beda menggunakan uji normalitas, uji homogenitas, serta uji hipotesis. Hasil penelitian menunjukkan bahwa terdapat perbedaan hasil belajar antara kelas eksperimen dan kelas kontrol. Dengan demikian, dapat disimpulkan bahwa penerapan model *Game Based Learning* berbantuan media *puzzle* berpengaruh positif dan signifikan terhadap hasil belajar siswa sekolah dasar.

Kata kunci: *Game Based Learning*, media *puzzle*, hasil belajar kognitif

Abstract

This study aimed to determine the effect of the Game-Based Learning model assisted by puzzle media on elementary school students' learning outcomes. The study employed a quantitative approach using a quasi-experimental method with a Nonequivalent Control Group Design. The participants consisted of an experimental class that received instruction through the Game-Based Learning model assisted by puzzle media and a control class that received conventional instruction. The data were collected using pretest and posttest instruments that had been tested for validity, reliability, item difficulty, and discrimination index. The data were analyzed using descriptive and inferential statistics, including normality tests, homogeneity tests, and hypothesis testing through the Independent Samples t-test using SPSS software. Therefore, it can be concluded that the implementation of the Game-Based Learning model assisted by puzzle media has a positive and significant effect on elementary school students' learning outcomes.

Keywords: *Game-Based Learning, puzzle media, learning outcomes*