

ABSTRAK

Winda Eka Setiyani, 2026. *Efektivitas Model Game Based Learning Terintegrasi Deep Learning Berbantuan Media Board Game Montessori pada Pembelajaran Matematika terhadap Hasil Belajar Siswa*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Pembimbing: (I) Dr. Octarina Hidayatus Sholikhah, M.Pd., (II) Dr. Lingga Nico Pradana, M.Pd.

Penelitian ini dilatar belakangi oleh rendahnya hasil belajar matematika siswa kelas III SDN Klagenserut 01 Kabupaten Madiun pada materi perkalian, sehingga diperlukan model pembelajaran yang mampu meningkatkan keterlibatan aktif dan pemahaman konsep siswa. Penelitian ini bertujuan untuk mengetahui efektivitas model Game Based Learning (GBL) terintegrasi Deep Learning berbantuan media Board Game Montessori terhadap hasil belajar matematika siswa kelas III pada materi perkalian. Penelitian menggunakan pendekatan kuantitatif dengan desain Interrupted Time Series Experimental Design (satu kelompok, pretest-posttest). Populasi sekaligus sampel penelitian adalah seluruh siswa kelas III SDN Klagenserut 01 yang berjumlah 13 siswa, ditentukan melalui teknik sampling jenuh. Data dikumpulkan menggunakan instrumen tes hasil belajar berupa 20 soal pilihan ganda yang telah diuji validitas dan reliabilitasnya, serta teknik dokumentasi. Hasil penelitian menunjukkan nilai rata-rata pretest sebesar 60,77 meningkat menjadi 83,08 pada posttest. Hasil uji normalitas menunjukkan data pretest dan posttest berdistribusi normal, sedangkan hasil uji hipotesis memperoleh nilai p-value sebesar 0,000 ($< 0,05$) yang menunjukkan adanya perbedaan hasil belajar yang signifikan antara sebelum dan sesudah penerapan model. Dengan demikian, dapat disimpulkan bahwa model Game Based Learning terintegrasi Deep Learning berbantuan media Board Game Montessori efektif dalam meningkatkan hasil belajar matematika siswa kelas III pada materi perkalian, sehingga dapat dijadikan sebagai alternatif model pembelajaran matematika di sekolah dasar.

Kata Kunci: *Game Based Learning, Deep Learning, Board Game Montessori*, hasil belajar, perkalian.

ABSTRACT

Winda Eka Setiyani. 2026. *The Effectiveness of the Game-Based Learning Model Integrated with Deep Learning Assisted by Montessori Board Game Media in Mathematics Learning on Students' Learning Outcomes.* Undergraduate Thesis. Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Dr. Octarina Hidayatus Sholikhah, M.Pd., (II) Dr. Lingga Nico Pradana, M.Pd.

This study was motivated by the low mathematics learning outcomes of third-grade students at SDN Klagenserut 01, Madiun Regency, particularly in multiplication material. Therefore, an instructional model capable of improving students' active participation and conceptual understanding was needed. This study aimed to determine the effectiveness of the Game-Based Learning (GBL) model integrated with Deep Learning and assisted by Montessori Board Game media on the mathematics learning outcomes of third-grade students in multiplication material. The study employed a quantitative approach using an Interrupted Time Series Experimental Design (one-group pretest-posttest design). The population and sample consisted of all 13 third-grade students at SDN Klagenserut 01, selected using a saturated sampling technique. Data were collected through a learning outcomes test consisting of 20 multiple-choice questions that had been tested for validity and reliability, as well as documentation techniques. The results showed that the mean pretest score of 60.77 increased to 83.08 in the posttest. The normality test indicated that both the pretest and posttest data were normally distributed, while the hypothesis test produced a p-value of 0.000 (< 0.05), indicating a significant difference in learning outcomes before and after the implementation of the model. Therefore, it can be concluded that the Game-Based Learning model integrated with Deep Learning and assisted by Montessori Board Game media is effective in improving the mathematics learning outcomes of third-grade students in multiplication material. Consequently, this model can be considered an alternative instructional model for mathematics learning in elementary schools.

Keywords: Game-Based Learning, Deep Learning, Montessori Board Game, learning outcomes, multiplication.