

ABSTRAK

Nanda Aulia Nur Febriana 2026. *Pengaruh Penggunaan Quizizz Sebagai Media Pembelajaran Berbasis Permainan Dalam Pembelajaran Bahasa Indonesia Pada Hasil Belajar Siswa Kelas X TKR A dan TKR B SMK Gamaliel 1 Madiun*. Skripsi. Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, UNIVERSITAS PGRI MADIUN. Dosen Pembimbing (I) Asri Musandi Waraulia, S.Pd., M.Pd., (II) Dedy Richi Rizaldy, S.Pd., M.Pd.

Pembelajaran Bahasa Indonesia di kelas X TKR A dan TKR B SMK Gamaliel 1 Madiun masih didominasi metode ceramah, sehingga minat siswa rendah dan banyak nilai berada di bawah KKM. Penelitian ini bertujuan mengetahui pengaruh *quizizz* sebagai media pembelajaran berbasis permainan terhadap hasil belajar siswa, perbedaan hasil belajar antara siswa yang menggunakan *quizizz* dan yang tidak, serta peningkatan hasil belajar setelah penggunaannya. Penelitian menggunakan pendekatan kuantitatif jenis kuasi-eksperimen dengan desain *Nonequivalent Control Group Design*. Sumber data adalah siswa kelas X TKR A (eksperimen) dan X TKR B (kontrol), dengan 10 siswa, dipilih melalui *simple random sampling*. Data dikumpulkan melalui *pretest-posttest* pilihan ganda, nilai otomatis dari aplikasi *quizizz*, dan dokumentasi, lalu dianalisis dengan uji normalitas, homogenitas, *Paired Sample t-Test*, dan *Independent Sample t-Test* menggunakan SPSS. Hasil menunjukkan *quizizz* berpengaruh signifikan terhadap hasil belajar, dengan rata-rata nilai kelompok eksperimen naik dari 67,80 menjadi 87,30 ($t = -5,412$; $p < 0,001$). Terdapat perbedaan signifikan dengan kelompok kontrol, selisih 15,30 poin ($t = 5,447$; $p < 0,001$), dan hasil belajar siswa menjadi lebih merata setelah menggunakan *quizizz*.

Kata Kunci: Quizizz, media pembelajaran berbasis permainan, hasil belajar, Bahasa Indonesia.

ABSTRACT

Nanda Aulia Nur Febriana (2026). *The Effect of Using Quizizz as a Game-Based Learning Medium in Indonesian Language Instruction on the Learning Outcomes of Grade X TKR A and TKR B Students at SMK Gamaliel 1 Madiun. Undergraduate Thesis.* Indonesian Language and Literature Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Asri Musandi Waraulia, S.Pd., M.Pd., (II) Dedy Richi Rizaldy, S.Pd., M.Pd.

Indonesian language instruction in classes X TKR A and X TKR B at SMK Gamaliel 1 Madiun was still dominated by the lecture method, resulting in low student interest and many scores falling below the Minimum Mastery Criteria (KKM). This study aimed to determine the effect of quizizz as a game-based learning medium on student learning outcomes, the difference in learning outcomes between students using quizizz and those who did not, and the improvement in learning outcomes following its use. The study employed a quantitative approach using a quasi-experimental method with a Nonequivalent Control Group Design. Data sources consisted of Grade X TKR A (experimental group) and X TKR B (control group) students 10 students in each group selected via sampel random sampling. Data were collected through multiple-choice pre-tests and post-tests, automated scores from the Quizizz application, and documentation; these were then analyzed using normality tests, homogeneity tests, Paired Sample t-Tests, and Independent Sample t-Tests via SPSS. The results indicate that Quizizz had a significant effect on learning outcomes, with the experimental group's average score rising from 67.80 to 87.30 ($t = -5.412$; $p < 0.001$). A significant difference was observed compared to the control group, with a margin of 15.30 points ($t = 5.447$; $p < 0.001$), and student learning outcomes became more uniform after using Quizizz.

Keywords: Quizizz, game-based learning medium, learning outcomes, Indonesian language.