

ABSTRAK

Hasanah, Siti Maulidah. 2025. *Pengaruh Penggunaan Media Pembelajaran Game Edukasi Terhadap Hasil Belajar Matematika Siswa Di MTs Manbaul Hikam Pada Materi Persamaan Linier Satu Variabel*. Skripsi, Program Studi Pendidikan Matematika Fakultas Sosial dan Humaniora Universitas Nurul Jadid Paiton Probolinggo. Dosen Pembimbing Arini Hidayati, S.Si., M.Pd.

Kata Kunci : Game Edukasi, Hasil Belajar, Matematika, PLSV.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media pembelajaran berbasis *game* edukasi terhadap hasil belajar matematika siswa pada materi Persamaan Linier Satu Variabel (PLSV). Latar belakang dari penelitian ini adalah rendahnya hasil belajar siswa dalam pembelajaran matematika konvensional yang dinilai kurang menarik, khususnya pada materi PLSV yang bersifat abstrak. Penelitian ini menggunakan pendekatan kuantitatif dengan desain eksperimen semu (*quasi-experimental*) dan rancangan *nonequivalent control group design*. Sampel terdiri dari dua kelas, yaitu kelas eksperimen (menggunakan media *game* edukasi) dan kelas kontrol (menggunakan metode konvensional), yang diambil dari siswa kelas VII MTs Manbaul Hikam Probolinggo.

Instrumen penelitian berupa tes *pretest* dan *posttest* yang telah melalui uji validitas dan reliabilitas. Hasil *pretest* menunjukkan bahwa kedua kelas memiliki kemampuan awal yang relatif seimbang. Namun, pada *posttest*, hasil belajar siswa kelas eksperimen menunjukkan peningkatan yang lebih signifikan dibandingkan kelas kontrol. Data dianalisis menggunakan uji normalitas, homogenitas, dan uji hipotesis *Mann-Whitney U Test* karena data *posttest* tidak berdistribusi normal. Hasil analisis menunjukkan nilai signifikansi *Asymp. Sig. (2-tailed)* sebesar $0,000 < 0,05$, yang berarti terdapat pengaruh signifikan dari penggunaan media *game* edukasi terhadap hasil belajar siswa.

Temuan ini menunjukkan bahwa media pembelajaran yang menarik dan interaktif seperti *game* edukasi mampu meningkatkan motivasi, pemahaman, dan hasil belajar matematika siswa. Oleh karena itu, penggunaan *game* edukasi direkomendasikan sebagai alternatif inovatif dalam pembelajaran matematika, terutama pada materi yang bersifat abstrak dan sulit dipahami siswa.

ABSTRACT

Hasanah, Siti Maulidah. 2025. *The Effect of Educational Game Learning Media Use on Student Mathematics Learning Outcomes at MTs Manbaul Hikam on the Material of Linear Equations of One Variable*. Thesis, Mathematics Education Department, Social and Humanities Faculty, Univercity of Nurul Jadid Paiton Probolinggo. Advisor Arini Hidayati, S.Si., M.Pd.

Keywords: Educational Game, Learning Outcomes, Mathematics, PLSV.

This study aims to determine the effect of using educational game-based learning media on students' math learning outcomes on the material of Linear Equation One Variable (PLSV). The background of this research is the low student learning outcomes in conventional math learning which is considered less interesting, especially in PLSV material which is abstract. This study used a quantitative approach with a quasi-experimental design and a nonequivalent control group design. The sample consisted of two classes, namely the experimental class (using educational game media) and the control class (using conventional methods), which were taken from VII grade students of MTs Manbaul Hikam Probolinggo.

The research instrument was in the form of pretest and posttest tests that had gone through validity and reliability tests. The pretest results showed that both classes had relatively balanced initial abilities. However, in the posttest, the learning outcomes of experimental class students showed a more significant increase than the control class. The data were analyzed using normality, homogeneity, and Mann-Whitney U Test hypothesis tests because the posttest data were not normally distributed. The analysis results showed a significance value of Asymp. Sig. (2-tailed) significance value of $0.000 < 0.05$, which means there is a significant effect of using educational game media on student learning outcomes.

This finding shows that interesting and interactive learning media such as educational games can improve students' motivation, understanding and learning outcomes in mathematics. Therefore, the use of educational games is recommended as an innovative alternative in learning mathematics, especially on material that is abstract and difficult for students to understand.