

ABSTRACT

Risky Permatasari Nasution: *Pengembangan Media Pembelajaran Interaktif Berbasis Game Edukasi Quiz Online Pada Mata Pelajaran Pemograman Dasar Kelas X RPL SMK Negeri 9 Medan*. Skripsi. Fakultas Teknik Universitas Negeri Medan. 2022.

Tujuan penelitian ini adalah untuk mengetahui hasil belajar Pemograman Dasar dengan menggunakan media pembelajaran interaktif berbasis game edukasi quiz, media pembelajaran berbasis Microsoft Power Point dan untuk mengetahui apakah hasil belajar dengan menggunakan media pembelajaran interaktif berbasis game edukasi quiz akan lebih tinggi dibandingkan dengan media berbasis Microsoft Power Point.

Penelitian ini dilakukan pada siswa kelas X RPL program keahlian Rekayasa Perangkat Lunak di SMK Negeri 9 Medan pada Tahun Ajaran 2021/2022. Populasi dalam penelitian ini adalah kelas X RPL SMK Negeri 9 Medan dengan sampel kelas sebanyak 32 siswa. Metode yang digunakan dalam penelitian ini adalah Post – Test, dimana dalam pelaksanaannya sengaja diberikan perlakuan (treatment) kepada kelompok Post – Test.

Berdasarkan kelayakan modul pembelajaran interaktif berbasis game edukasi quiz ini dinyatakan memenuhi persyaratan dan layak digunakan sebagai pembelajaran dengan dibuktikan dengan nilai 4,8 (Sangat Layak) dari ahli media dan nilai 4,7 (Sangat Layak) dari ahli materi. Hasil penelitian menunjukkan bahwa rata – rata hasil belajar pemograman dasar kelas X RPL pada post – test yaitu 82,81 lebih tinggi dibandingkan dengan pre – test yaitu 53,28. Hasil uji – t juga menunjukkan bahwa nilai $t_{hitung} > t_{tabel}$ yaitu $10,480 > 1,670$. Artinya ada perbedaan hasil belajar yang signifikan bahwa hasil belajar pemograman dasar post – test dan pre – test. Sehingga dapat disimpulkan bahwa hasil belajar pemograman dasar menggunakan media pembelajaran interaktif berbasis game edukasi quiz lebih tinggi dari hasil belajar menggunakan media pembelajaran berbasis Microsoft power point.

Kata kunci : *Media Pembelajaran interaktif berbasis game-edukasi quiz dan media pembelajaran Microsoft power point hasil belajar.*

ABSTRAK

Risky Permatasari Nasution: *Development of Interactive Learning Media Based on Online Quiz Educational Games in Basic Programming Subjects Class X RPL Smk Negeri 9 Medan*. Thesis. Faculty of Engineering, State University of Medan. 2021.

The purpose of this study was to determine the learning outcomes of Basic Programming using interactive learning media based on quiz educational games, learning media based on Microsoft Power Point and to find out whether learning outcomes using interactive learning media based on quiz educational games would be higher than those based on Microsoft Power. Points.

This research was conducted on students of class X RPL in the Software Engineering skill program at SMK Negeri 9 Medan in the 2021/2022 Academic Year. The population in this study was class X RPL at SMK Negeri 9 Medan with a class sample of 32 students. The method used in this research is Post-Test, where in its implementation, treatment is intentionally given to the Post-Test group.

Based on the feasibility of the interactive learning module based on this quiz educational game, it was declared that it met the requirements and was suitable for use as learning as evidenced by a score of 4.8 (Very Eligible) from media experts and a score of 4.7 (Very Eligible) from material experts. The results showed that the average of basic programming learning outcomes for class X RPL in the posttest was 82.81, which was higher than the pre-test, which was 53.28. The results of the t-test also show that the value of $t_{\text{count}} > t_{\text{table}}$ is $10.480 > 1.670$. This means that there is a significant difference in learning outcomes that post-test and pre-test basic programming learning outcomes. So it can be concluded that the learning outcomes of basic programming using interactive learning media based on educational games quizzes are higher than learning outcomes using learning media based on Microsoft power point.

Keywords: interactive learning media based on educational quiz games and learning media Microsoft power point learning outcomes.