

ABSTRAK

Agusti Eka Wardani, NIM 4191111027 (2023), Pengaruh Model *Game Based Learning* berbantuan Web *Educandy* terhadap Motivasi Belajar Matematika Siswa pada Materi Aritmatika Sosial di Kelas VII SMP Negeri 35 Medan.

Penelitian ini bertujuan untuk mengetahui pengaruh model *Game Based Learning* berbantuan Web *Educandy* terhadap motivasi belajar matematika siswa kelas VII SMP Negeri 35 Medan pada materi aritmatika sosial. Penelitian ini merupakan penelitian kuantitatif dengan jenis eksperimen semu (*Quasi Eksperimenta*) dengan desain *Posttest Only Control Group Design*. Populasi pada penelitian ini yaitu seluruh kelas VII SMP Negeri 35 Medan Tahun Pelajaran 2022/2023 sebanyak 8 kelas dan sampel sebanyak 2 kelas menggunakan teknik *Cluster Random Sampling*. Instrumen yang digunakan yakni angket motivasi belajar matematika siswa. Data dianalisis dengan menggunakan uji-t. Hasil yang diperoleh berdasarkan Uji-t didapatkan nilai signifikansi (.2-tailed) sebesar $0,000 < 0,05$ maka H_0 ditolak. Hasil ini menunjukkan bahwa adanya pengaruh model *Game Based Learning* berbantuan web *Educandy* terhadap motivasi belajar matematika siswa pada materi aritmetika sosial di kelas VII SMP Negeri 35 Medan.

Kata Kunci: *Game Based Learning*, *Educandy*, Motivasi Belajar Matematika, Aritmatika Sosial.



ABSTRACT

Agusti Eka wardani, NIM 4191111027 (2023), The Effect of Game Based Learning Model assisted by Web Educandy on Students' Mathematics Learning Motivation in Social Arithmetic Material in Class VII SMP Negeri 35 Medan.

This study aims to determine the effect of the Game Based Learning model assisted by Web Educandy on the motivation to learn mathematics in class VII students of SMP Negeri 35 Medan on social arithmetic material. This research is quantitative research with a quasi experimental type with a Posttest Only Control Group Design. The population in this study was all class VII of SMP Negeri 35 Medan in the 2022/2023 academic year with 8 classes and 2 classes as a sample using the Cluster Random Sampling technique. The instrument used was a questionnaire on students' motivation to learn mathematics. Data were analyzed using t-test. The results obtained based on the t-test obtained a significance value of (2-tailed) of $0.000 < 0.05$, so H_0 is rejected. These results indicate that there is an effect of *Game Based Learning* model assisted by *Web Educandy* on students' motivation to learn mathematics in social arithmetic material in class VII SMP Negeri 35 Medan.

Keywords : Game Based Learning, Educandy, Motivation to Learn Mathematics, Social Arithmetic.

