

ABSTRAK

Mega Mustika Hasibuan, NIM 7203344024, “Pengaruh Penggunaan Media Pembelajaran Interaktif Dengan Game *Quizwhizzer* Terhadap Semangat Dan Hasil Belajar Siswa Kelas XI MPLB Pada Mata Pelajaran Sarana Dan Prasarana SMK Swasta PAB 8 Sampali Ta. 2024/2025”. Skripsi, Jurusan Ekonomi, Program Studi Pendidikan Administrasi Perkantoran, Fakultas Ekonomi, Universitas Negeri Medan 2024.

Masalah dalam penelitian ini adalah semangat belajar dan hasil belajar Sarana dan Prasarana yang belum mencapai Kriteria Ketuntasan Minimal (KKM). Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media kuis dengan game online *Quizwhizzer* terhadap semangat dan hasil belajar siswa pada mata pelajaran Sarana dan Prasarana kelas XI MPLB Di SMKS PAB 8 Sampali. Penelitian ini dilaksanakan di SMKS PAB 8 Sampali yang beralamat di Jalan Pasar Hitam No 9 Sampali, kec.Percut Sei Tuan Jenis penelitian ini adalah eksperimen. Populasi dalam penelitian ini adalah siswa kelas XI MPLB sebanyak 61 siswa. Sampel dalam penelitian ini terdiri dari kelas XI MPLB 1 dan XI MPLB 2 sebanyak 61 siswa. Instrumen penelitian terdiri dari tes soal hasil belajar dan angket semangat belajar. Teknik analisis data yang digunakan uji normalitas adalah *Kolmogorov Smirnov* dan uji homogenitas menggunakan uji *f* (*Levene*), sedangkan uji hipotesis menggunakan *Anava* Dua Jalur pada SPSS versi 29.

Hasil analisis data diperoleh rerata *pretest* siswa kelas eksperimen dan kontrol berturut-turut = 60,806 dengan SD = 21,295 dan 52,333 dengan SD = 812,157, sedangkan nilai rerata *posttest* setelah menggunakan game *Quizwhizzer* = 84,838 dengan SD = 19,76, dan konvensional = 73,666, dengan SD = 8,193. Dari hasil analisis data yang diperoleh bahwa data hasil belajar siswa yang menggunakan Game *Quizwhizzer* dan semangat tinggi = 87,17 dan minat rendah = 74,54 lebih besar dari hasil belajar siswa yang menggunakan *konvensional* dan semangat tinggi = 76,05 dan minat rendah = 74,37 dengan nilai sig. 0,005, dalam hal ini hipotesis tersebut menolak H_0 dan menerima H_a .

Dengan demikian dapat disimpulkan bahwa terdapat pengaruh interaksi antara penggunaan media Game *Quizwhizzer* terhadap semangat dan hasil belajar siswa pada mata pelajaran OTK Humas dan Keprotokolan kelas XI MPLB Di SMKS PAB 8 Sampali. Penelitian ini dilaksanakan di SMKS PAB 8 Sampali

Kata Kunci: *Game Quizwhizzer semangat Belajar, Hasil Belajar Sarana dan Prasarana*

ABSTRAC

Mega Mustika Hasibuan, NIM 7203344024, "The Effect of Using Interactive Learning Media with the Quizwhizzer Game on the Spirit and Learning Outcomes of Class XI MPLB Students in Facilities and Infrastructure Subjects at Private Vocational School PAB 8 Sampali Ta. 2024/2025". Thesis, Department of Economics, Office Administration Education Study Program, Faculty of Economics, Medan State University 2024.

The problem in this research is the enthusiasm for learning and learning outcomes of Facilities and Infrastructure that have not reached the Minimum Completeness Criteria (KKM). This research aims to determine the effect of using quiz media with the online game Quizwhizzer on student enthusiasm and learning outcomes in the Facilities and Infrastr

ucture subject for class XI MPLB at SMKS PAB 8 Sampali. This research was carried out at SMKS PAB 8 Sampali which is located at Jalan Pasar Hitam No 9 Sampali, Percut Sei Tuan district. This type of research is experimental. The population in this study was 61 class XI MPLB students. The sample in this study consisted of 61 students from class XI MPLB 1 and XI MPLB 2. The research instrument consists of a test about learning outcomes and a questionnaire about enthusiasm for learning. The data analysis technique used for the normality test was Kolmogorov Smirnov and the homogeneity test used the f (Levene) test, while hypothesis testing used Two Way Anava in SPSS version 29.

The results of data analysis obtained that the pretest mean of experimental and control class students respectively = 60.806 with SD = 21.295 and 52.333 with SD = 812.157, while the posttest mean score after using the Quizwhizzer game = 84.838 with SD = 19.76, and conventional = 73.666, with SD = 8.193. From the results of data analysis, it was found that the learning outcomes of students who used the Quizwhizzer Game and had high enthusiasm = 87.17 and low interest = 74.54 were greater than the learning outcomes of students who used conventional and had high enthusiasm = 76.05 and low interest = 74.37 with a sig value. 0.005, in this case the hypothesis rejects H_0 and accepts H_a .

Thus, it can be concluded that there is an interaction effect between the use of the Quizwhizzer Game media on student enthusiasm and learning outcomes in the OTK Public Relations and Protocol subjects for class XI MPLB at SMKS PAB 8 Sampali. This research was carried out at SMKS PAB 8 Sampali

Keywords: Quizwhizzer game, enthusiasm for learning, learning outcomes, facilities and infrastructure