

ABSTRAK

Stephani Yunita Siahaan, NIM 4213131014 (2025), Efektivitas Media Permainan Ludo Materi Termokimia Terhadap Peningkatan Hasil Belajar dan Keterampilan Kolaborasi Peserta Didik

Keterampilan kolaborasi merupakan salah satu keterampilan yang harus dikuasai peserta didik saat ini. Permainan ludo merupakan permainan yang dilakukan berkelompok sehingga memicu partisipasi aktif peserta didik. Penelitian ini dilakukan untuk mengetahui efektivitas penggunaan media permainan ludo materi termokimia terhadap hasil belajar dan keterampilan kolaborasi peserta didik. Penelitian ini dilaksanakan di SMA Negeri 10 Medan pada tahun ajaran 2024/2025 dengan menggunakan *one group pretest-posttest design* dari jenis penelitian *pre-experimental design*. Pengambilan sampel menggunakan teknik *purposive sampling* dengan melibatkan kelas XI-2 beranggotakan 33 orang. Instrumen yang digunakan yaitu 20 butir tes, lembar kerja peserta didik (LKPD), dan 22 pernyataan dalam angket keterampilan kolaborasi peserta didik. Berdasarkan pengolahan data, rata-rata efektivitas pembelajaran pada pertemuan I sampai IV secara berturut-turut mencapai 69,62; 72,41; 84,24; dan 85,51 dengan kategori semakin efektif pada pertemuan IV. Hasil belajar diukur melalui *pretest* dan *posttest* dengan nilai rata-rata berturut-turut sebesar 25 dan 82,12. Uji hipotesis dilakukan dengan uji t berpasangan diperoleh nilai $t_{hitung} = 33,60$ dan nilai $t_{tabel} = 2,037$ yang menunjukkan nilai $t_{hitung} > t_{tabel}$, artinya hasil belajar meningkat signifikan setelah penggunaan media permainan ludo materi termokimia. Peningkatan hasil belajar berada pada kategori tinggi dengan skor N-Gain = 0,765. Hasil angket keterampilan kolaborasi memperoleh skor rata-rata sebesar 85,32. Artinya, keterampilan kolaborasi peserta didik berada pada kategori sangat tinggi setelah melakukan pembelajaran menggunakan media permainan ludo materi termokimia.

Kata Kunci : Efektivitas, Keterampilan Kolaborasi, Ludo Termokimia, Model TGT, *One Group Pretest-Posttest Design*



ABSTRACT

Stephani Yunita Siahaan, NIM 4213131014 (2025), The Effectiveness of Ludo Game Media on Thermochemistry for Improving Learning Outcomes and Students' Collaboration Skills

Collaboration skills are one of the skills that learners must master today. Ludo is a game that is played in groups, and it triggers the active participation of students. This study was conducted to determine the effectiveness of using ludo game media on thermochemistry for learning outcomes and students' collaboration skills. This research was conducted at SMA Negeri 10 Medan in the 2024/2025 school year using a one-group pretest-posttest design of the pre-experimental design type of research. The sampling using purposive sampling technique involving class XI-2 with 33 members. The instruments used were 20 test items, student worksheets (LKPD), and 22 statements in the student collaboration skills questionnaire. Based on data processing, the average learning effectiveness at meetings I to IV successively reached 69.62; 72.41; 84.24; and 85.51 with the category increasingly effective at meeting IV. Learning outcomes were measured through pretest and posttest with an average value of 25 and 82.12, respectively. Hypothesis testing was carried out with a paired t-test obtained t_{count} value = 33.60 and t_{table} value = 2.037 which shows the $t_{\text{count}} > t_{\text{table}}$ value, meaning that learning outcomes increased significantly after the use of ludo game media on thermochemical material. The increase in learning outcomes is in the high category with an N-Gain score = 0.765. The results of the collaboration skills questionnaire obtained an average score of 85.32. This means that the collaboration skills of students are in a very high category after learning using the thermochemistry ludo game media.

Keyword : Effectiveness, collaboration skills, thermochemistry ludo, TGT models, one-group pretest-posttest design

