

ABSTRAK

DIHA STEPHENIA BORUCKY SAMOSIR. Pengaruh Model Pembelajaran *Game Based Learning* Terhadap Hasil Belajar Pada Materi Bunyi Dan Jenis-Jenis Alat Musik Kelas IV SD Negeri 101776 Sampali. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan. 2026.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Game Based Learning* terhadap hasil belajar siswa pada materi bunyi dan jenis-jenis alat musik dalam pembelajaran seni musik kelas IV SD. Metode yang digunakan dalam penelitian ini adalah eksperimen dengan desain pretest-posttest control group design. Hasil penelitian menunjukkan bahwa terdapat pengaruh yang signifikan terhadap hasil belajar siswa yang menggunakan model pembelajaran *Game Based Learning*. Nilai rata-rata kelas eksperimen pada saat pretest sebesar 62,03, dan pada saat posttest mengalami kenaikan menjadi 74,22. Sedangkan kelas kontrol yang awalnya mendapatkan nilai rata-rata sebesar 59,84, pada saat posttest mencapai 70,47. Berdasarkan hasil uji hipotesis menggunakan uji Paired Sample T-Test diperoleh nilai Sig. (2-tailed) sebesar $0,000 < 0,05$. Oleh karena itu, model pembelajaran *Game Based Learning* memberikan pengaruh yang signifikan terhadap peningkatan hasil belajar siswa. Berdasarkan temuan ini, disarankan kepada guru agar menerapkan model pembelajaran *Game Based Learning* dalam pembelajaran seni musik, khususnya pada materi bunyi dan jenis-jenis alat musik, guna menciptakan suasana belajar yang lebih menyenangkan, interaktif, dan bermakna bagi peserta didik. Sekolah juga diharapkan dapat memberikan dukungan terhadap penerapan model pembelajaran inovatif seperti *Game Based Learning* dengan cara menyediakan sarana dan fasilitas yang mendukung proses belajar. Peneliti selanjutnya diharapkan dapat mengembangkan penelitian ini pada tingkat kelas atau satuan pendidikan yang berbeda, serta meninjau aspek lain seperti motivasi belajar, kreativitas, maupun keterlibatan siswa dalam proses pembelajaran.

Kata Kunci: *Game Based Learning*, Hasil Belajar, Seni Musik.



ABSTRACT

DIHA STEPHENIA BORUCKY SAMOSIR. The Effect of Game Based Learning Model on Learning Outcomes in the Material of Sound and Types of Musical Instruments of Grade IV of SD Negeri 101776 Sampali. Skripsi. Medan: Faculty of Education. State University of Medan. 2026.

This study aims to determine the effect of the Game-Based Learning model on student learning outcomes in the subject of sound and types of musical instruments in fourth-grade elementary school music lessons. The method used in this study was an experiment with a pretest-posttest control group design. The results showed a significant effect on student learning outcomes using the Game-Based Learning model. The average score for the experimental class during the pretest was 62.03, and during the posttest it increased to 74.22. Meanwhile, the control class, which initially achieved an average score of 59.84, reached 70.47 during the posttest. Based on the results of the hypothesis test using the Paired Sample T-Test, the Sig. (2-tailed) value was $0.000 < 0.05$. Therefore, the Game-Based Learning model has a significant effect on improving student learning outcomes. Based on these findings, it is recommended that teachers implement Game-Based Learning models in music arts instruction, particularly on sound and musical instrument topics, to create a more enjoyable, interactive, and meaningful learning environment for students. Schools are also expected to support the implementation of innovative learning models such as Game-Based Learning by providing tools and facilities that support the learning process. Future researchers are encouraged to expand this research at different grade levels or educational units, and examine other aspects such as learning motivation, creativity, and student engagement in the learning process.

Keywords: Game Based Learning, Learning Outcomes, Music Arts.

