

ABSTRAK

JULIA SIMANULLANG. NIM 5212411011. Penerapan Metode Pembelajaran *Game Based Learning* (GBL) Untuk Meningkatkan Hasil Belajar Siswa Pada Mata Pelajaran Dasar-Dasar DPIB Elemen Profesi Dan Kewirausahaan Serta Peluang Usaha Kelas X DPIB SMKN 1 Lubuk Pakam. Skripsi. Fakultas Teknik – Universitas Negeri Medan. 2025.

Penelitian ini bertujuan untuk meningkatkan hasil belajar melalui penerapan Metode Pembelajaran *Game Based Learning* (GBL) di kelas X SMKN 1 Lubuk Pakam Tahun Ajaran 2024/2025. Penelitian ini menggunakan pendekatan kuantitatif dengan desain Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam 2 siklus yang terdiri dari tahap perencanaan, pelaksanaan, observasi dan refleksi. Subjek penelitian adalah 35 siswa kelas X DPIB. Data dikumpulkan melalui instrumen tes dan angket. Hasil penelitian menunjukkan bahwa penerapan metode pembelajaran *Game Based Learning* (GBL) dapat meningkatkan hasil belajar siswa. Rata-rata nilai sebelum dilakukan tindakan adalah 64,43 sedangkan setelah tindakan siklus I adalah 76,14 dan siklus II adalah 86,12 terjadi peningkatan sebanyak 13% dengan persentase 69% pada siklus I dan 91% pada siklus II. Berdasarkan hasil penelitian ini, dapat disimpulkan bahwa penerapan metode pembelajaran *Game Based Learning* (GBL) efektif dalam meningkatkan hasil belajar siswa. Diharapkan hasil penelitian ini dapat menjadi referensi bagi guru dalam meningkatkan kualitas pembelajaran di kelas.

Kata Kunci: Penelitian Tindakan Kelas, Kuantitatif, *Game Based Learning* (GBL), DPIB SMKN 1 Lubuk Pakam.

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ABSTRACT

JULIA SIMANULLANG. NIM 5212411011. Implementation of Game Based Learning (GBL) Method to Improve Student Learning Outcomes in Basic Subjects of DPIB Elements of Profession and Entrepreneurship and Business Opportunities of Class X DPIB SMKN 1 Lubuk Pakam. Thesis. Faculty of Engineering - State University of Medan. 2025.

This study aims to improve learning outcomes through the application of the Game Based Learning (GBL) Learning Method in class X of SMKN 1 Lubuk Pakam in the 2024/2025 Academic Year. This study uses a quantitative approach with a Classroom Action Research (CAR) design which is carried out in 2 cycles consisting of planning, implementation, observation and reflection stages. The subjects of the study were 35 students of class X DPIB. Data were collected through test instruments and questionnaires. The results of the study showed that the application of the Game Based Learning (GBL) learning method can improve student learning outcomes. The average value before the action was taken was 64.43 while after the action cycle I was 76.14 and cycle II was 86.12 there was an increase of 13% with a percentage of 69% in cycle I and 91% in cycle II. Based on the results of this study, it can be concluded that the application of the Game Based Learning (GBL) learning method is effective in improving student learning outcomes. It is hoped that the results of this study can be a reference for teachers in improving the quality of learning in the classroom.

Keywords: Classroom Action Research, Quantitative, Game Based Learning (GBL), DPIB SMKN 1 Lubuk Pakam.

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