ABSTRAK

Hilary Hana Rumondang Butarbutar, NIM 4211111002 (2025). Pengaruh Model Pembelajaran *Game Based Learning* Berbantuan *Wordwall* Terhadap Kemampuan Berpikir Kritis Siswa SMP.

Penelitian ini bertujuan untuk menganalisis pengaruh penggunaan model pembelajaran *Game Based Learning* (GBL) berbantuan *Wordwall* terhadap kemampuan berpikir kritis matematis siswa, serta mengetahui seberapa besar pengaruh model tersebut dalam pembelajaran matematika. Penelitian ini menggunakan desain kuasi-eksperimen dengan pola *Non-Equivalent Control Group Pretest-Posttest Design*, yang dilaksanakan pada semester ganjil Tahun Ajaran 2025/2026 di SMP Negeri 37 Medan. Sampel penelitian ini terdiri atas dua kelas, yaitu kelas eksperimen yang belajar menggunakan model *Game Based Learning* berbantuan *Wordwall* dan kelas kontrol yang belajar melalui metode konvensional. Instrumen penelitian berupa tes uraian berjumlah tiga soal yang menilai empat indikator kemampuan berpikir kritis, yaitu interpretasi, analisis, evaluasi, dan inferensi. (1) Hasil analisis menunjukkan bahwa nilai rata-rata pretest kelas eksperimen sebesar 43,62 meningkat menjadi 76,24 pada posttest, sedangkan kelas kontrol meningkat dari 48,89 menjadi 63,02. Uji *Mann-Whitney* menghasilkan signifikansi $0{,}000 (< 0{,}05)$, sehingga terdapat pengaruh signifikan penggunaan GBL berbantuan *Wordwall* terhadap kemampuan berpikir kritis siswa. (2) Nilai N-Gain kelas eksperimen sebesar 0,5790 (kategori sedang) dan *Effect Size* sebesar 0,81 (kategori besar), yang menunjukkan bahwa pengaruh model pembelajaran GBL kuat dan efektif dalam meningkatkan kemampuan berpikir kritis matematis siswa.

Kata Kunci: *Game Based Learning*, *Wordwall*, Kemampuan Berpikir Kritis.

ABSTRACT

Hilary Hana Rumondang Butarbutar, Student ID 4211111002 (2025). The Influence of the Game Based Learning Model Assisted by Wordwall on Students' Critical Thinking Ability in Junior High School.

This study aimed to analyze the influence of using the Game Based Learning (GBL) model assisted by Wordwall on students' mathematical critical thinking ability, as well as to determine the extent of its impact in mathematics learning. The research employed a quasi-experimental design with a Non-Equivalent Control Group Pretest-Posttest Design, conducted in the odd semester of the 2025/2026 Academic Year at SMP Negeri 37 Medan. The sample consisted of two classes: the experimental class, which learned using the Game Based Learning model assisted by Wordwall, and the control class, which learned through conventional methods. The research instrument was a descriptive test consisting of three essay questions assessing four indicators of critical thinking ability: interpretation, analysis, evaluation, and inference. (1) The results of the analysis showed that the mean pretest score of the experimental class was 43.62, increasing to 76.24 on the posttest, while the control class increased from 48.89 to 63.02. The Mann-Whitney test yielded a significance value of $0{,}000 (< 0{,}05)$, indicating a significant influence of the GBL model assisted by Wordwall on students' critical thinking ability. (2) The N-Gain score of the experimental class was 0.5790 (medium category) and the Effect Size was 0.81 (large category), indicating that the GBL model has a strong and effective influence on improving students' mathematical critical thinking ability.

Keywords: Game Based Learning, Wordwall, Critical Thinking Skills.

THE Character Building UNIVERSITY