

ABSTRAK

Nabil Gifari. Nim. 5213121004. Pengaruh Penggunaan Game Based Learning Berbasis Quizizz terhadap Minat Belajar dan Hasil Belajar Siswa pada Mata Pelajaran Konsentrasi Pengelasan Kelas XI Teknik Pengelasan SMK Negeri 2 Medan. Skripsi. Fakultas Teknik, Universitas Negeri Medan, 2026.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan *Game Based Learning* berbasis Quizizz terhadap minat belajar dan hasil belajar siswa pada mata pelajaran Konsentrasi Pengelasan kelas XI Teknik Pengelasan SMK Negeri 2 Medan. Penelitian menggunakan pendekatan kuantitatif dengan metode *Pre-Experimental Design* melalui desain *One Group Pretest–Posttest Design*. Sampel penelitian berjumlah 22 siswa yang ditentukan dengan teknik *total sampling*. Instrumen penelitian berupa angket minat belajar skala Likert dan tes hasil belajar pilihan ganda. Analisis data menggunakan statistik deskriptif, uji normalitas Shapiro–Wilk, dan *paired sample t-test*. Hasil penelitian menunjukkan bahwa rata-rata minat belajar meningkat dari 53,95 menjadi 77,68 dengan nilai signifikansi 0,000 ($p < 0,05$). Rata-rata hasil belajar juga meningkat dari 73,64 menjadi 89,82 dengan nilai signifikansi 0,000 ($p < 0,05$). Hasil tersebut menunjukkan bahwa penggunaan *Game Based Learning* berbasis Quizizz berpengaruh signifikan terhadap minat belajar dan hasil belajar siswa. Berdasarkan hasil penelitian dapat disimpulkan bahwa penggunaan *Game Based Learning* berbasis Quizizz efektif meningkatkan minat belajar dan hasil belajar siswa pada mata pelajaran Konsentrasi Pengelasan kelas XI Teknik Pengelasan SMK Negeri 2 Medan.

Kata kunci: *Game Based Learning, Quizizz, Minat Belajar, Hasil Belajar, Pengelasan*

ABSTRACT

Nabil Gifari. Nim 5213121004. *The Effect of Quizizz-Based Game-Based Learning on Students' Learning Interest and Learning Outcomes in the Welding Concentration Subject of Grade XI Welding Engineering Students at SMK Negeri 2 Medan. Undergraduate Thesis. Faculty of Engineering, Universitas Negeri Medan, 2026.*

This study aimed to determine the effect of Quizizz-based Game-Based Learning on students' learning interest and learning outcomes in the Welding Concentration subject for Grade XI Welding Engineering students at SMK Negeri 2 Medan. This study employed a quantitative approach using a Pre-Experimental Design with a One-Group Pretest–Posttest Design. The sample consisted of 22 students selected through the total sampling technique. The research instruments included a learning interest questionnaire using a Likert scale and a multiple-choice learning achievement test. Data were analyzed using descriptive statistics, the Shapiro–Wilk normality test, and the paired sample t-test. The results showed that the average learning interest score increased from 53.95 to 77.68, with a significance value of 0.000 ($p < 0.05$). The average learning outcome score also increased from 73.64 to 89.82, with a significance value of 0.000 ($p < 0.05$). These findings indicate that Quizizz-based Game-Based Learning has a significant effect on both students' learning interest and learning outcomes. In conclusion, the implementation of Quizizz-based Game-Based Learning effectively improves students' learning interest and learning outcomes in the Welding Concentration subject for Grade XI Welding Engineering students at SMK Negeri 2 Medan.

Keywords: *Game-Based Learning, Quizizz, Learning Interest, Learning Outcomes, Welding*

