

**EFEKTIFITAS PENGGUNAAN MULTIMEDIA  
INTERAKTIF BERBASIS GAME BASED LEARNING TERHADAP  
MINAT DAN HASIL BELAJAR SISWA PADA MATERI SISTEM  
REPRODUKSI**

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**ABSTRAK**

Penelitian ini bertujuan untuk: (1) Mengetahui penggunaan multimedia interaktif berbasis *game based learning* pada materi sistem reproduksi efektif untuk meningkatkan hasil belajar dan minat belajar siswa; (2) mendeskripsikan hasil belajar siswa sebelum dan sesudah diberikan perlakuan dengan menggunakan multimedia interaktif berbasis *game based learning* pada materi sistem reproduksi; (3) mendeskripsikan minat belajar siswa setelah diberikan perlakuan dengan menggunakan multimedia interaktif berbasis *game based learning* pada materi sistem reproduksi.

Penelitian ini menggunakan metode kuantitatif dengan jenis penelitian pre-eksperimen *one group pretest posttest design*. Subjek pada penelitian ini adalah peserta didik kelas XI IPA 3 SMAN 1 Parongpong tahun ajaran 2016/2017 yang berjumlah 37 siswa. Instrumen yang digunakan dalam penelitian ini adalah soal tes objektif *multiple choice*, angket minat siswa, lembar aktivitas siswa, angket tanggapan siswa, angket tanggapan guru, dan angket tanggapan ahli. Teknik analisis yang digunakan dalam penelitian ini adalah uji normalitas dengan Chi kuadrat, uji homogenitas (uji f), uji hipotesis (uji t) dan indeks gain.

Berdasarkan hasil analisis data penelitian, diperoleh kesimpulan: (1) Multimedia interaktif berbasis *game based learning* efektif meningkatkan hasil belajar dan minat belajar siswa pada materi sistem reproduksi di SMAN 1 Parongpong; (2) pembelajaran di SMAN 1 Parongpong selama ini masih berpusat pada guru, fasilitas media untuk pembelajaran di sekolah sudah tersedia tetapi guru jarang menggunakannya, hasil belajar siswa tidak mencapai KKM, pembelajaran dengan menggunakan multimedia interaktif berbasis *game based learning* setelah *learning* meningkatkan hasil belajar siswa pada materi sistem reproduksi, artinya hasil belajara siswa mencapai KKM; (3) penggunaan multimedia interaktif berbasis *game based learning* dapat meningkatkan minat belajar siswa, 24 siswa dari 37 siswa memiliki minat yang baik terhadap pembelajaran menggunakan multimedia interaktif berbasis *game based learning* dan sisanya adalah memiliki nilai yang cukup.

Kata kunci: hasil belajar, minat belajar, multimedia interaktif berbasis *game based learning*, sistem reproduksi manusia.

**EFFECTIVENESS OF MULTIMEDIA USE  
INTERACTIVE BASED ON GAME BASED LEARNING TO THE  
INTEREST AND STUDENT LEARNING RESULTS ON REPRODUCTION  
SYSTEM MATERIALS**

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**ABSTRACT**

*This study aims to: (1) Know the use of interactive multimedia based game based learning on the material of effective reproduction system to improve learning outcomes and student learning interests; (2) to describe student learning outcomes before and after being given treatment by using interactive multimedia based on game based learning on reproduction system material; (3) to describe students' interest in learning after being given treatment by using interactive multimedia based on game based learning on reproduction system material;*

*This research uses quantitative method with pre-experiment type one group pretest posttest design. Subjects in this study were students class XI Sainss 3 SMAN 1 Parongpong 2016/2017 on academic year which amounted to 37 students. The instruments used in this study are objective multiple choice test, student interest questionnaire, student activity sheet, student response questionnaire, teacher response questionnaire, and expert response questionnaire. The analysis technique used in this research is the normality test with Chi squared, homogeneity test (f test), hypothesis test (t test) and gain index.*

*Based on the results of the analysis research data, obtained the conclusion: (1) interactive multimedia based game based learning effectively improve learning outcomes and student learning interest in the material reproduction system at SMAN 1 Parongpong; (2) learning at SMAN 1 Parongpong is still centered on teachers, media facilities for learning in schools are available but teachers rarely use them, student learning outcomes dont reach KKM, after learning by using interactive multimedia based on game based learning improves student learning outcomes on reproduction system material, it's mean learning result of student reach KKM; (3) the use of interactive multimedia based game based learning can increase students' learning interest, 24 students from 37 students have a good interest in learning using interactive multimedia based on game based learning and the rest is having enough value.*

*Keywords: learning outcomes, interest in learning, interactive multimedia based game based learning, human reproductive system.*

**EFEKTIFITAS PAMAKEAN MULTIMEDIA  
INTERAKTIF DUMASAR GAME BASED LEARNING KANA MINAT  
SARTA NILAI SISWA DINA MATERI SISTEM REPRODUKSI**

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**RINGKESAN**

*Panalungtikan ieu miboga tujuan kanggo: (1) Nyaho pamakean multimedia interaktif dumasar game based learning dina materi sistem reproduksi efektif kanggo ningkat keun nilai jeung minat diajar siswa; (2) ngagusar hasil diajar siswa sateuacan sarta saatos ngaggo multimedia interaktif dumasar game based learning dina materi sistem reproduksi; (3) ngagusar minat diajar siswa saatos diajar ngaggo multimedia interaktif dumasar game based learning dina materi sistem reproduksi.*

*Panalungtikan ieu ngagunakeun padika kuantitatif kalawan rupi panalungtikan pre-eksperimen one group pretest posttest design. Jejer dina panalungtikan ieu nyaeta siswa kelas XI IPA 3 SMAN 1 Parongpong taun ajaran 2016/2017 anu kaetang 37 siswa. Instrumen nu dipake dina panalungtikan ieu téh nyaeta soal tes objektif multiple choice, angket minat siswa, lembar observasi kagiatan siswa, angket tanggapan siswa, angket tanggapan guru, dan angket tanggapan ahli. Teknik analisis nu dipake dina ieu panalungtikan nyaeta uji normalitas kalawan Chi kuadrat, uji homogenitas (uji f), uji hipotesis (uji t) sarta indeks gain.*

*Dumasar kana hasil analisis data panalungtikan, ditampa kacindekan: (1) Multimedia interaktif dumasar game based learning efektif ningkatkeun hasil diajar sarta minat diajar siswa dina materi sistem reproduksi di SMAN 1 Parongpong; (2) pembelajaran di SMAN 1 Parongpong salila ieu muser keneh ka guru, fasilitas media kanggo pembelajaran di sekola parantos sadia nanging guru jarang makena, nilai siswa kurang ti KKM, sanggeus pembelajaran nganggo multimedia interaktif dumasar game based learning ningkatkeun nilai siswa dina materi sistem reproduksi, hartina hasil diajar siswa luyu jeung KKM; (3) pamakean multimedia interaktif dumasar game based learning tiasa ningkatkeun minat diajar siswa, 24 siswa ti 37 siswa miboga minat sae ka pembelajaran nganggo multimedia interaktif berbasis game based learning sarta sesana nyaeta miboga minat cukup.*

*Sanggem konci: hasil diajar, minat diajar, multimedia interaktif dumasar game based learning, sistem reproduksi manusa.*