

THE INFLUENCE OF WORDWALL APPLICATIONS AS A GAME-BASED LEARNING MEDIA IN MATHEMATICS LEARNING ON STUDENT LEARNING OUTCOMES IN CLASS V

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ABSTRACT

The background of this research is the low mathematics learning outcomes of fifth grade students at SDN 042 Gambir, Bandung City, because the learning process is still teacher-centered. Many teachers have not used learning models and varied media in the implementation of teaching and learning, thus making students slow in understanding the material presented. Thus, various learning models and media are needed, one of which is using a game-based learning model (PBG). The purpose of this study is to find out how much influence the use of wordwall media before and after has on the effect of student learning outcomes in class V with a game-based learning model in learning mathematics. The research method used is a quasi-experimental design with a non-equivalent control group. Data collection techniques through tests, observations and documentation. The tests used were in the form of pretest and posttest which were used as data on student learning outcomes. The sample used is the VA class as the Experiment class using a game-based learning model (PBG) assisted by the media worldwall while the VB class as the Control class uses a conventional learning model. The data processing technique was carried out using the Normality Test, Homogeneity Test, Hypothesis Testing, Effect Size Test, and N-Gain Test assisted by IBM SPSS Statistics. Based on the results of the study, it was obtained an overview of the student learning process using a game-based learning model (PBG) assisted by the media worwall and an overview of the student learning process using a conventional learning model with the lecture method, there were differences in learning outcomes between the experimental class and the control class with a significant value of 0.321. through the homogeneity test, there was an increase in learning outcomes in the experimental class by 56% and 33.3% in the control class through the N-gain test, and there was an effect of the game-based learning model (PBG) of 1.01 which was categorized as large through the effect size test. Thus the game-based learning model (PBG) assisted by wordwall media has a major influence on student learning outcomes in mathematics subjects in class V SDN 042 Gambir, Bandung.

Keywords: Game-Based Learning Model (PBG). Wordwall Media, Learning Outcomes