

ABSTRACT

This study aims to obtain information on the effectiveness of the use of the Project Based Learning (PJBL) Learning Model with the help of the Quizizz application on the mathematical understanding of students at SDN 255 Griya Bumi Antapani. The research method used is the Research Method used is experimental research with a quasi-experimental research design. The population in the study was a group of grade III students of SDN 255 Griya Bumi Antapani in Mathematics learning. The analysis methods used are descriptive analysis, linear regression analysis, normality test, homogeneity test, linearity test, paired sample t test, independent sample t test and determination coefficient analysis. The results of the study showed a 2-tail significance number $<,001$ which means that the results of the significance value produced $<,005$ then H_0 is rejected and H_a is accepted, so the conclusion is that there is a significant difference in students' mathematical understanding from the results of the pretest and posttest using the Project Based Learning (PJBL) learning model Assisted by the Quizizz Application in grade III SDN 255 Griya Bumi Antapani with those using conventional learning models. Based on the descriptive statistics table, the final average posttest score for the experimental class was 86.7 and the control class was 78.6. In the Independent Sample T test, there was an influence in the use of the Project Based Learning (PJBL) learning model assisted by the Quizizz application on the understanding of learning mathematics resulting in 0.000. In testing student responses to the application of the Quizizz learning media using media, namely a questionnaire conducted with Google Form, namely with the results that most (56.5%) students strongly agreed that learning mathematics using Quizizz was fun, (54.5%) stated that students were more enthusiastic about working on questions using the Quizizz application, most (58.1%) students agreed that the Quizizz media helped them work on questions correctly, and (63.6%) students preferred using learning mathematics using the Quizizz application media rather than learning with conventional media.

Keywords: Project Based Learning Model, Quizizz Application, Mathematical Understanding