

PENGARUH MODEL PROBLEM BASED LEARNING TERHADAP HASIL BELAJAR BERBANTUAN MEDIA DIGITAL SISWA SEKOLAH DASAR KELAS 3

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ABSTRAK

Hasil belajar peserta didik tergolong dalam kategori rendah, khususnya pada aspek kognitif. Rendahnya pencapaian tersebut disebabkan oleh beberapa faktor, antara lain masih digunakannya model pembelajaran konvensional yang berpusat pada guru, metode ceramah yang monoton, serta kurangnya penggunaan media yang menarik. Akibatnya, siswa kurang antusias, tidak aktif dalam proses pembelajaran, enggan bertanya, dan memiliki kesulitan dalam memahami konsep-konsep dasar matematika seperti perkalian dan pembagian. Oleh karena itu, diperlukan inovasi dalam model pembelajaran yang mampu meningkatkan hasil belajar siswa, salah satunya dengan menerapkan model *Problem Based Learning* (PBL) berbantuan media digital. Tujuan penelitian ini adalah untuk mengetahui: 1) Gambaran proses pembelajaran peserta didik yang menggunakan model *Problem Based Learning* terhadap hasil belajar Matematika dengan berbantuan media digital, 2) Perbedaan rata-rata hasil belajar Matematika siswa yang menggunakan model *Problem Based Learning* berbantuan media digital dengan siswa yang menggunakan model pembelajaran biasa, 3) Pengaruh model *Problem Based Learning* terhadap kemampuan hasil belajar Matematika pada siswa kelas III dengan berbantuan media digital. Metode penelitian yang digunakan yaitu *quasi experiment* dengan desain penelitian *nonequivalent control group design*. Subjek penelitian ini berjumlah 50 orang Dimana 25 peserta didik kelas 3 A dan 25 orang peserta didik kelas 3 B yang memperoleh pelajaran biasa di SD Kartika X-3 tahun ajaran 2024/2025. Instrumen penelitian yang digunakan dalam penelitian ini berupa instrumen tes dan non tes untuk meneliti hasil belajar matematika peserta didik. Data yang terkumpul dianalisis menggunakan statistik deskriptif dan statistik inferensial dengan bantuan *Microsoft Excel 2010* dan *SPSS 25.0 for Windows*. Berdasarkan analisis data hasil penelitian, didapatkan kesimpulan : 1) Hasil Belajar peserta didik yang mengikuti pembelajaran dengan model PBL berbantuan media digital lebih tinggi dibandingkan dengan peserta didik yang mengikuti pembelajaran menggunakan model pembelajaran yang biasa digunakan, 2) Terdapat perbedaan pencapaian antara hasil belajar yang menggunakan model *problem based learning* terhadap peserta didik kelas 3 SD, 3) Model *problem based learning* berbantuan media digital terdapat pengaruh besar terhadap hasil belajar peserta didik kelas 3 di SD Kartika X-3 tahun ajaran 2024/2025.

Kata Kunci : Hasil Belajar, Model *Problem Based Learning*, Media Digital

**THE EFFECT OF PROBLEM BASED LEARNING MODEL ON
LEARNING OUTCOMES ASSISTES BY DIGITAL MEDIA IN THIRD
GRADE ELEMENTARY SCHOOL STUDENS**

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ABSTRACT

Students' learning outcomes are categorized as low, especially in the cognitive aspect. This low achievement is caused by several factors, including the continued use of conventional teacher-centered learning models, monotonous lecture methods, and the lack of engaging media. As a result, students become less enthusiastic, inactive during the learning process, reluctant to ask questions, and experience difficulties in understanding basic mathematical concepts such as multiplication and division. Therefore, innovation in learning models is needed to improve students' learning outcomes, one of which is by implementing the Problem Based Learning (PBL) model assisted by digital media. The aim of this study is to determine: 1) An overview of the learning process of students using the Problem-Based Learning (PBL) model on Mathematics learning outcomes assisted by digital media; 2) The differences in the average Mathematics learning outcomes between students who use the PBL model assisted by digital media and those who use conventional learning models; 3) The effect of the Problem-Based Learning model on the Mathematics learning outcomes of third grade students assisted by digital media. The research method used is quasi-experimental with a nonequivalent control group design. The subjects of this research were 50 students, consisting of 25 students from class 3A and 25 students from class 3B who received conventional teaching at SD Kartika X-3 in the academic year 2024/2025. The research instruments used in this study were test and non-test instruments to assess students' Mathematics learning outcomes. The collected data were analyzed using descriptive and inferential statistics with the help of Microsoft Excel 2010 and SPSS 25.0 for Windows. Based on data analysis and research findings, the conclusions are as follows: 1) Students who participated in learning using the PBL model assisted by digital media achieved higher learning outcomes compared to those taught using conventional learning models; 2) There is a significant difference in learning achievement between students taught with the PBL model and those in the conventional group; 3) The PBL model assisted by digital media has a substantial effect on the Mathematics learning outcomes of third grade students at SD Kartika X-3 in the academic year 2024/2025.

Keywords: Learning Outcomes, Problem-Based Learning Model, Digital Media

**PANGARUH *MODEL PROBLEM BASED LEARNING* KANA HASIL
DIAJAR ANU DIBARENGAN KU MEDIA DIGITAL DINA MURID
KELAS 3 SAKOLA DASAR**

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ABSTRAK

Hasil diajar murid kaasup kana kategori handap, utamana dina aspék kognitif. Kaayaan ieu disababkeun ku sababaraha faktor, di antarana kénéh digunakeunana modél pangajaran konvènsional nu guru-sentris, métode ceramah nu monoton, sarta kurangna pamakean média nu matak narik. Akibatna, murid jadi kurang sumanget, teu aktip dina prosés diajar, sieun nanya, jeung hésé ngarti kana konsép dasar matematika saperti perkalian jeung pembagian. Ku sabab kitu, diperlukeun inovasi dina modél pangajaran anu bisa ningkatkeun hasil diajar murid, salah sahijina ku ngalarapkeun modél *Problem Based Learning (PBL)* nu dibantuan ku média digital. Tujuan tina panalungtikan ieu nyaéta pikeun nyaho: 1) Gambaran prosés kagiatan diajar murid anu ngagunakeun modél Problem Based Learning kana hasil diajar Matematika anu dibantuan ku média digital; 2) Bédana rata-rata hasil diajar Matematika antara murid anu ngagunakeun modél Problem Based Learning dibarengan ku média digital jeung murid anu diajar maké modél biasa; 3) Pangaruh modél Problem Based Learning kana hasil diajar Matematika murid kelas 3 anu dibarengan ku média digital. Métode panalungtikan nu dipaké nyaéta quasi experiment kalayan desain panalungtikan nonequivalent control group design. Subjek panalungtikan nyaéta 50 urang murid, nya éta 25 murid kelas 3A jeung 25 murid kelas 3B anu diajar maké modél biasa di SD Kartika X-3 taun ajaran 2024/2025. Instrumén panalungtikan nu dipaké nyaéta instrumén tés jeung non tés pikeun nalungtik hasil diajar Matematika murid. Data anu dikumpulkeun dianalisis maké statistik déskriptif jeung statistik inferensial kalayan bantuan Microsoft Excel 2010 jeung SPSS 25.0 for Windows. Dumasar kana analisis data jeung hasil panalungtikan, dicindekkeun yén: 1) Hasil diajar murid anu ngagunakeun modél PBL dibarengan ku média digital leuwih luhur batan murid anu diajar maké modél biasa; 2) Aya bédana anu signifikan antara hasil diajar murid anu ngagunakeun modél Problem Based Learning jeung murid anu maké modél biasa; 3) Modél Problem Based Learning dibarengan ku média digital miboga pangaruh anu kuat kana hasil diajar murid kelas 3 di SD Kartika X-3 taun ajaran 2024/2025.

Kecap Pamageuh : Hasil Diajar, Modél Problem Based Learning, Média Digital