

ABSTRAK

Alia Zirli Sabila. 2026. Penerapan Canva book berbantuan *AI based monopoly game* untuk meningkatkan berpikir kritis pada materi sistem pernapasan. Dibimbing oleh Prof. Dr. Cartono, M.Pd., M.T. Dr. Cita Tresnawati, M.Pd.

Kemampuan berpikir kritis merupakan kemampuan penting dalam pembelajaran biologi, namun peserta didik masih mengalami kesulitan memahami materi sistem pernapasan yang bersifat kompleks dan abstrak. Penelitian ini bertujuan untuk mengetahui pengaruh penerapan canva book berbantuan *AI based monopoly game* terhadap peningkatan keterampilan kemampuan berpikir kritis peserta didik. Penelitian menggunakan metode pre-eksperimen dengan *One Group Pretest-Posttest Design* pada peserta didik kelas XI-5 SMA Negeri 12 Bandung yang dipilih melalui teknik *Purposive Sampling*. Instrumen penelitian berupa tes kemampuan berpikir kritis berdasarkan indikator Ennis, yaitu identifikasi masalah, analisis informasi, evaluasi argumen, penarikan kesimpulan, dan pemecahan masalah, dan instrumen non-test berupa angket respon peserta didik. Penerapan *Canva Book* berbantuan *AI Based Monopoly Game* dilakukan melalui penyajian materi interaktif, studi kasus, diskusi kelompok, dan permainan edukatif. Hasil penelitian berdasarkan uji *paired sample t-test* menunjukkan nilai Sig. (2-tailed) sebesar 0,000

< 0,05, yang menunjukkan adanya perbedaan yang signifikan antara hasil *pre-test* dan *post-test*. Hasil analisis *N-Gain* menunjukkan bahwa peningkatan kemampuan berpikir kritis berada pada kategori sedang, sedangkan hasil angket respons peserta didik menunjukkan kategori baik. Dengan demikian, penerapan *Canva Book* berbantuan *AI Based Monopoly Game* dapat menjadi alternatif pembelajaran yang efektif dalam membantu peserta didik memahami materi sistem pernapasan secara lebih mendalam.

Kata Kunci: *AI Based Monopoly Game*, *Canva Book*, Kemampuan Berpikir Kritis, Sistem Pernapasan.

ABSTRACT

Alia Zirli Sabila. 2026. The Implementation of a Canva Book Assisted by an AI-Based Monopoly Game to Improve Critical Thinking Skills on the Respiratory System Topic. Supervised by Prof. Dr. Cartonno, M.Pd., M.T. and Dr. Cita Tresnawati, M.Pd.

Critical thinking is an essential skill in biology learning; however, students still experience difficulties in understanding the respiratory system material, which is complex and abstract. This study aimed to determine the effect of implementing a Canva Book assisted by an AI-Based Monopoly Game on improving students' critical thinking skills. The study employed a pre-experimental method using a One Group Pretest-Posttest Design involving students of class XI-5 at SMA Negeri 12 Bandung selected through purposive sampling. The research instruments consisted of a critical thinking skills test based on Ennis's indicators, namely problem identification, information analysis, argument evaluation, conclusion drawing, and problem solving, as well as a non-test instrument in the form of a student response questionnaire. The implementation of the Canva Book assisted by the AI-Based Monopoly Game was carried out through interactive learning materials, case studies, group discussions, and educational games. The results of the paired sample t-test showed a Sig. (2-tailed) value of $0.000 < 0.05$, indicating a significant difference between the pre-test and post-test results. The N-Gain analysis showed that the improvement in students' critical thinking skills was in the moderate category, while the results of the student response questionnaire were categorized as good. Therefore, the implementation of a Canva Book assisted by an AI-Based Monopoly Game can serve as an effective learning alternative to help students gain a deeper understanding of the respiratory system material.

Keywords: AI Based Monopoly Game, Canva Book, Critical Thinking Skills, Respiratory System.

RINGKESAN

Alia Zirli Sabila. 2026. Penerapan Canva Book Berbantuan AI Based Monopoly Game pikeun Ngaronjatkeun Kamampuh Mikir Kritis dina Materi Sistem Pernapasan. Dibimbing ku Prof. Dr. Cartonno, M.Pd., M.T. sareng Dr. Cita Tresnawati, M.Pd.

Kamampuh mikir kritis mangrupa kamampuh anu penting dina pangajaran biologi, tapi peserta didik masih keneh ngalaman kasusah dina ngartos matéri sistem pernapasan anu sipatna kompleks jeung abstrak. Panalungtikan ieu miboga tujuan pikeun mikanyaho pangaruh penerapan Canva Book dibantuan ku *AI Based Monopoly Game* kana ngaronjatna kamampuh mikir kritis peserta didik. Panalungtikan ngagunakeun metode pre-eksperimen kalayan desain One Group Pretest-Posttest Design ka peserta didik kelas XI-5 SMA Negeri 12 Bandung anu dipilih ngaliwatan téhnik purposive sampling. Instrumén panalungtikan mangrupa tés kamampuh mikir kritis dumasar kana indikator Ennis, nyaeta idéntifikasi masalah, analisis informasi, évaluasi argumen, nyusun kacindekan, jeung ngaréngsékeun masalah, sarta instrumen non-tes mangrupa angkét réspon peserta didik. Penerapan Canva Book dibantuan ku *AI Based Monopoly Game* dilaksanakeun ngaliwatan penyajian matéri interaktif, studi kasus, diskusi kelompok, jeung kaulinan atikan. Hasil panalungtikan dumasar kana uji paired sample t-test némbongkeun nilai Sig. (2-tailed) nyaéta $0,000 < 0,05$, anu nandakeun aya béda anu signifikan antara hasil pre-test jeung post-test. Hasil analisis N-Gain nembongkeun yén kanaékan kamampuh mikir kritis peserta didik aya dina kategori sedeng, sedengkeun hasil angkét réspon peserta didik kaasup kana kategori hade. Ku kituna, penerapan Canva Book dibantuan ku *AI Based Monopoly Game* bisa dijadikeun salasahiji alternatif pangajaran anu efektif pikeun ngabantu peserta didik ngartos materi sistem pernapasan kalayan leuwih jero.

Kata Kunci: *AI Based Monopoly Game, Canva Book, Kamampuh Mikir Kritis, Sistem Pernapasan.*