

EFEKTIVITAS GAME JAGO MONEY QUEST DALAM PENDEKATAN PEMBELAJARAN MENDALAM BERBASIS PBL TERHADAP LITERASI FINANSIAL DAN KETANGGUHAN BELAJAR BERDASARKAN GAYA BELAJAR

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Abstract : Penelitian ini dilatarbelakangi oleh pentingnya pengembangan pembelajaran matematika yang kontekstual, bermakna, dan mampu mengembangkan kemampuan peserta didik dalam mengambil keputusan finansial sekaligus menghadapi tantangan pembelajaran. Penelitian ini bertujuan untuk menganalisis efektivitas Game Jago Money Quest dalam pendekatan Pembelajaran Mendalam berbasis Problem Based Learning terhadap peningkatan literasi finansial dan ketangguhan belajar, menganalisis perbedaan peningkatan literasi finansial berdasarkan gaya belajar visual, auditori, dan kinestetik, serta mengkaji interaksi antara kelompok pembelajaran dan gaya belajar terhadap ketangguhan belajar dan pengalaman peserta didik selama mengikuti pembelajaran. Penelitian ini menggunakan metode campuran dengan desain embedded yang memadukan pendekatan kuantitatif dan kualitatif. Instrumen penelitian meliputi tes literasi finansial, angket ketangguhan belajar dan gaya belajar, lembar observasi, catatan lapangan, serta wawancara peserta didik. Data kuantitatif dianalisis menggunakan analisis deskriptif, uji t independen, uji t berpasangan, dan analisis varians dua arah, sedangkan data kualitatif dianalisis melalui reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa pembelajaran mendalam berbasis Problem Based Learning berbantuan Game Jago Money Quest menghasilkan peningkatan literasi finansial dan ketangguhan belajar yang lebih baik dibandingkan Problem Based Learning tanpa berbantuan permainan. Tidak ditemukan perbedaan peningkatan literasi finansial yang signifikan berdasarkan gaya belajar visual, auditori, dan kinestetik. Selain itu, tidak terdapat interaksi yang signifikan antara kelompok pembelajaran dan gaya belajar terhadap ketangguhan belajar. Hasil kualitatif menunjukkan bahwa pembelajaran berlangsung secara aktif, kontekstual, kolaboratif, dan reflektif melalui pengalaman bermain, pemecahan masalah, pengambilan keputusan finansial, menghadapi kesalahan, serta perbaikan strategi. Dengan demikian, Game Jago Money Quest dalam pendekatan Pembelajaran Mendalam berbasis Problem Based Learning berpotensi menjadi alternatif pembelajaran matematika yang mendukung pengembangan literasi finansial dan ketangguhan belajar peserta didik secara terpadu.

Keywords: "Game Jago Money Quest", "Pembelajaran Mendalam", "Problem Based Learning", "literasi finansial", "ketangguhan belajar", "gaya belajar".

Abstract : *This study was motivated by the importance of developing contextual and meaningful mathematics learning that enables students to develop their ability to make financial decisions while also facing learning challenges. This study aimed to analyze the effectiveness of the Jago Money Quest game within a Deep Learning approach based on Problem Based Learning in improving students' financial literacy and learning resilience, to examine differences in financial literacy improvement based on visual, auditory, and kinesthetic learning styles, and to investigate the interaction between learning groups and learning styles on learning resilience and students' learning experiences during the learning process. This study employed a mixed-methods approach with an embedded design, integrating quantitative and qualitative approaches. The research instruments consisted of a financial literacy test, learning resilience and learning style questionnaires, observation sheets, field notes, and student interviews. Quantitative data were analyzed using descriptive analysis, independent-samples t-test, paired-samples t-test, and two-way analysis of variance, while qualitative data were analyzed through data reduction, data presentation, and conclusion drawing. The results showed that Deep Learning based on Problem Based Learning assisted by the Jago Money Quest game resulted in greater improvements in financial literacy and learning resilience than Problem Based Learning without the assistance of the game. No significant differences were found in financial literacy improvement based on visual, auditory, and kinesthetic learning styles. Furthermore, there was no significant interaction between learning groups and learning styles on learning resilience. The qualitative findings indicated that the learning process was active, contextual, collaborative, and reflective through gameplay experiences, problem solving, financial decision-making, dealing with errors, and improving strategies. Therefore, the Jago Money Quest game integrated into a Deep Learning approach based on Problem Based Learning has the potential to serve as an alternative mathematics learning medium for supporting the development of students' financial literacy and learning resilience in an integrated manner.*

Keywords : *Jago Money Quest Game, Deep Learning, Problem Based Learning, financial literacy, learning resilience, learning styles.*

Abstract *Kasang tukang ieu panalungtikan nyaéta ku pentingna kamekaran pangajaran matematika anu kontékstual, miboga harti, jeung ngaronjatkeun kamekaran jeung kamampuh siswa dina nangtukeun kaputusan finansial sarta nyanghareupan tantangan dina pangajaran. Ieu panalungtikan miboga udagan pikeun nganalisis éféktivitas Game Jago Money Quest ngaliwatan pamarekan Pembelajaran Mendalam nu basisna Problem Based Learning pikeun ngaronjatkeun literasi finansial, katangguhan diajar, nyalusur bébédaan ngaronjatna literasi finansial dumasar kana gaya diajar visual, auditori, jeung kinéstétik, sarta nalungtik interaksi antara kelompok diajar jeung gaya diajar dina katangguhan diajar jeung pangalaman siswa salila ngalaksanakeun pangajaran. Ieu panalungtikan ngagunakeun métode campuran kalayan désain embedded nu ngahijikeun pamarekan kuantitatif jeung pamarekan kualitatif. Instrumén ieu panalungtikan ngawengku tés literasi finansial, angket katangguhan jeung gaya diajar, lembar observasi, cutatan lapangan, sarta wawancara siswa. Data kuantitatif dianalisis ngagunakeun analisis déskriptif, uji t independen, uji t berpasangan, jeung analisis varian dua arah, sedengkeun data kualitatif dianalisis ngaliwatan réduksi data, midangkeun data, jeung kacindekkan. Hasil panalungtikan nuduhkeun yén Pembelajaran Mendalam basis Problem Based Learning ngaliwatan Game Jago Money Quest nya éta ngahasilkeun ngaronjatna*

finansial jeung katanggihan diajar anu leuwih hadé tibatan pangajaran Problem Based Learning nu teu dirojong tur dibantuan ku kaulinan. Teu kapanggih bébédaan ngaronjatna literasi finansial nu signifikan dumasar kana gaya diajar visual, auditori, jeung kinéstétik. Salian éta, teu aya patali nu signifikan antara kelompok diajar jeung gaya diajar kana katanggihan diajar. Hasil kualitatif nuduhkeun yén pangajaran lumangsung sacara aktif, kontéktual, kolaboratif, jeung réfléktif ngaliwatan kaulinan, ngungkulan pasualan, matotoskeun kaputusan finansial, nyanghareupan pasualan, sarta ngabeulah strategi. Ku kituna, Game Jago Money Quest dina pamarekan Pembelajaran Mendalam Problem Based Learning miboga poténsi jadi alternatif pangajaran matematika nu ngarojong kana kamekaran literasi finansial jeung katanggihan diajar siswa sacara terpadu.

Keywords : *Game Jago Money Quest, Pembelajaran Mendalam, Problem Based Learning, literasi finansial, katanggihan diajar, gaya diajar.*