

**PENGARUH MODEL *PROBLEM BASED LEARNING* (PBL) BERBANTUAN
MEDIA *QUIZIZZ* TERHADAP HASIL BELAJAR MATEMATIKA MURID
KELAS IV SEOLAH DASAR**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar matematika Murid kelas IV SDN 02 Padalarang. Tujuan penelitian ini adalah untuk (1) mengetahui gambaran proses pembelajaran menggunakan model Problem Based Learning berbantuan media Quizizz dan pembelajaran konvensional, (2) mengetahui perbedaan peningkatan hasil belajar antara kelas eksperimen dan kelas kontrol, serta (3) mengetahui seberapa besar pengaruh penggunaan model Problem Based Learning berbantuan media Quizizz terhadap hasil belajar matematika Murid kelas IV sekolah dasar. Metode penelitian yang digunakan adalah kuasi eksperimen dengan desain nonequivalent control group design. Sampel penelitian berjumlah 40 orang Murid yang terbagi dalam dua kelompok, yaitu kelas eksperimen 20 orang dan kelas kontrol 20 orang. Berdasarkan hasil penelitian dapat diperoleh bahwa (1) gambaran proses pembelajaran menggunakan model Problem Based Learning berbantuan media Quizizz terlaksana dengan sangat baik, dengan rata-rata aktivitas guru sebesar 88% dan rata-rata aktivitas Murid sebesar 89%, sementara pembelajaran konvensional pada kelas kontrol memperoleh rata-rata aktivitas guru dan Murid sebesar 87%; (2) terdapat perbedaan peningkatan hasil belajar yang signifikan, dibuktikan melalui N-Gain kelas eksperimen sebesar 0,89 atau 88,61% dengan kategori tinggi, sedangkan kelas kontrol sebesar 0,66 atau 66,12% dengan kategori sedang, serta nilai signifikansi uji-t sebesar $0,001 < 0,05$; dan (3) terdapat pengaruh yang sangat besar dari model Problem Based Learning berbantuan media Quizizz terhadap hasil belajar matematika Murid, dibuktikan melalui nilai Cohen's d sebesar 3,3926 yang termasuk dalam kategori efek pengaruh tinggi. Dengan demikian dapat disimpulkan bahwa model Problem Based Learning berbantuan media Quizizz berpengaruh positif dan signifikan terhadap hasil belajar matematika Murid kelas IV sekolah dasar.

Kata Kunci: *Problem Based Learning, Quizizz, Hasil Belajar Matematika*

**THE EFFECT OF PROBLEM BASED LEARNING (PBL) MODEL ASSISTED
BY QUIZIZZ MEDIA ON MATHEMATICS LEARNING OUTCOMES OF
GRADE IV ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

*This research was motivated by the low mathematics learning outcomes of Grade IV students at SDN 02 Padalarang. The objectives of this study were to (1) describe the learning process using the Problem Based Learning model assisted by Quizizz media and conventional learning, (2) determine the difference in learning outcome improvement between the experimental and control classes, and (3) determine the magnitude of the effect of the Problem Based Learning model assisted by Quizizz media on the mathematics learning outcomes of Grade IV elementary school students. The research method used was a quasi-experimental design with a nonequivalent control group design. The research sample consisted of 40 students divided into two groups: 20 students in the experimental class and 20 students in the control class. The results of the study showed that (1) the learning process using the Problem Based Learning model assisted by Quizizz media was carried out very well, with an average teacher activity of 88% and an average student activity of 89%, while conventional learning in the control class obtained an average teacher and student activity of 87%; (2) there was a significant difference in the improvement of learning outcomes, as evidenced by the N-Gain of the experimental class of 0.89 or 88.61% in the high category, while the control class obtained 0.66 or 66.12% in the medium category, with a t-test significance value of $0.001 < 0.05$; and (3) the Problem Based Learning model assisted by Quizizz media had a very large effect on students' mathematics learning outcomes, as evidenced by Cohen's *d* value of 3.3926 which falls in the high effect category. Therefore, it can be concluded that the Problem Based Learning model assisted by Quizizz media has a positive and significant effect on the mathematics learning outcomes of Grade IV elementary school students.*

Keywords: Problem Based Learning, Quizizz, Mathematics Learning Outcomes

**PANGARUH MODEL PROBLEM BASED LEARNING (PBL) DIBANTU KU
MEDIA QUIZIZZ KANA HASIL DIAJAR MATEMATIKA SISWA KELAS IV
SAKOLA DASAR**

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RINGKESAN

Panalungtikan ieu kalatarbelakangi ku handapna hasil diajar matematika siswa kelas IV SDN 02 Padalarang. Tujuan panalungtikan ieu nyaéta pikeun (1) nganyaho gambaran prosEs diajar ngagunakeun model Problem Based Learning dibantu ku media Quizizz jeung pembelajaran konvensional, (2) nganyaho beda paningkatan hasil diajar antara kelas eksperimen jeung kelas kontrol, sarta (3) nganyaho sabaraha badag pangaruh panggunaan model Problem Based Learning dibantu ku media Quizizz kana hasil diajar matematika siswa kelas IV sakola dasar. Metode panalungtikan anu digunakeun nyaéta kuasi eksperimen kalayan desain nonequivalent control group design. Sampel panalungtikan cacahna 40 siswa nu kabagi dina dua kelompok, nyaéta kelas eksperimen 20 siswa jeung kelas kontrol 20 siswa. Dumasar kana hasil panalungtikan tiasa dicandak kacindekan yen (1) prosEs pembelajaran ngagunakeun model Problem Based Learning dibantu ku media Quizizz terlaksana kalayan sae pisan, kalayan rata-rata aktivitas guru 88% jeung rata-rata aktivitas siswa 89%, sedengkeun pembelajaran konvensional dina kelas kontrol nampi rata-rata aktivitas guru jeung siswa salaku 87%; (2) aya beda paningkatan hasil diajar anu signifikan, dibuktikeun ngaliwatan N-Gain kelas eksperimen salaku 0,89 atawa 88,61% kalayan kategori tinggi, sedengkeun kelas kontrol salaku 0,66 atawa 66,12% kalayan kategori sedang, sarta nilai signifikansi uji-t salaku $0,001 < 0,05$; jeung (3) aya pangaruh anu kacida gedena tina model Problem Based Learning dibantu ku media Quizizz kana hasil diajar matematika siswa, dibuktikeun ngaliwatan nilai Cohen's d salaku 3,3926 anu kaasup kana kategori efek pangaruh tinggi. Ku kituna tiasa dicindekkeun yen model Problem Based Learning dibantu ku media Quizizz mibanda pangaruh anu positif jeung signifikan kana hasil diajar matematika siswa kelas IV sakola dasar.

Kecap Pamageuh: Problem Based Learning, Quizizz, Hasil Diajar Matematika