

PENGARUH MODEL PEMBELAJARAN *PROBLEM BASED LEARNING* BERBANTUAN MEDIA *DIGITAL GIMKIT* TERHADAP

HASIL BELAJAR PESERTA DIDIK

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar peserta didik pada mata pelajaran Ekonomi, khususnya materi Lembaga Keuangan Jasa di SMA Pasundan 2 Bandung. Penelitian ini bertujuan untuk mengetahui gambaran proses pembelajaran, peningkatan hasil belajar peserta didik, serta pengaruh model pembelajaran Problem Based Learning (PBL) berbantuan media digital Gimkit terhadap hasil belajar peserta didik. Metode penelitian yang digunakan adalah kuasi eksperimen (quasi experimental design) dengan desain Nonequivalent Control Group Design. Sampel penelitian terdiri atas kelas eksperimen yang memperoleh pembelajaran Problem Based Learning (PBL) berbantuan media digital Gimkit dan kelas kontrol yang memperoleh pembelajaran konvensional. Teknik pengumpulan data dilakukan melalui tes berupa pretest dan posttest serta observasi. Data dianalisis menggunakan uji normalitas, uji homogenitas, uji N-Gain, dan Independent Sample t-test dengan bantuan IBM SPSS Statistics 29. Hasil penelitian menunjukkan bahwa proses pembelajaran pada kelas eksperimen terlaksana dengan sangat baik. Hasil belajar peserta didik pada kelas eksperimen mengalami peningkatan dari nilai rata-rata pretest 66,06 menjadi 83,19 pada posttest dengan nilai N-Gain sebesar 0,4074 yang termasuk kategori sedang. Hasil uji hipotesis menunjukkan nilai signifikansi (Sig. 2-tailed) $< 0,001 < 0,05$, sehingga H_0 ditolak dan H_a diterima. Dengan demikian, model pembelajaran Problem Based Learning (PBL) berbantuan media digital Gimkit berpengaruh positif dan signifikan terhadap hasil belajar peserta didik pada mata pelajaran Ekonomi materi Lembaga Keuangan Jasa. Saran akhir penelitian penulis menyampaikan bagi guru, sekolah, peserta didik dan peneliti selanjutnya agar menggunakan model pembelajaran *Problem Based Learning* berbantuan Gimkit agar lebih baik.

Kata Kunci: *Problem Based Learning*, Gimkit, Hasil Belajar, Media Digital, Ekonomi.

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ABSTRACT

This study was motivated by the low learning outcomes of students in Economics, particularly on the topic of Financial Service Institutions at SMA Pasundan 2 Bandung. The objectives of this study were to describe the learning process, examine the improvement of students' learning outcomes, and determine the effect of the Problem Based Learning (PBL) model assisted by the Gimkit digital media on students' learning outcomes. This study employed a quasi-experimental method using a Nonequivalent Control Group Design. The research sample consisted of an experimental class that received instruction through the Problem Based Learning (PBL) model assisted by Gimkit digital media and a control class that received conventional learning. Data were collected through pretests, posttests, and observations. The data were analyzed using normality tests, homogeneity tests, N-Gain analysis, and the Independent Samples t-test with the assistance of IBM SPSS Statistics 29. The results showed that the learning process in the experimental class was implemented very well. Students' learning outcomes in the experimental class increased from a mean pretest score of 66.06 to a mean posttest score of 83.19, with an N-Gain score of 0.4074, which falls into the moderate category. The hypothesis testing results indicated a significance value (Sig. 2-tailed) of $< 0.001 < 0.05$; therefore, H_0 was rejected and H_a was accepted. These findings indicate that the Problem Based Learning (PBL) model assisted by Gimkit digital media has a positive and significant effect on students' learning outcomes in Economics, particularly on the topic of Financial Service Institutions. Based on the findings, it is recommended that teachers, schools, students, and future researchers utilize the Problem Based Learning model assisted by Gimkit digital media to enhance the effectiveness of the learning process and improve learning outcomes.

Keywords: *Problem Based Learning (PBL), Gimkit, Learning Outcomes, Digital Media, Economics*

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ABSTRAK

Panalungtikan ieu dilaksanakeun dumasar kana handapna hasil diajar peserta didik dina mata pelajaran Ékonomi, hususna dina matéri Lembaga Jasa Keuangan di SMA Pasundan 2 Bandung. Tujuan tina ieu panalungtikan nyaéta pikeun mikanyaho gambaran prosés pangajaran, paningkatan hasil diajar peserta didik, sarta pangaruh modél pangajaran Problem Based Learning (PBL) kalayan bantuan média digital Gimkit kana hasil diajar peserta didik. Méthode panalungtikan anu digunakeun nyaéta kuasi ékspérimén (quasi experimental design) kalayan desain Nonequivalent Control Group Design. Sampel panalungtikan ngawengku kelas ékspérimén anu meunang pangajaran Problem Based Learning (PBL) kalayan bantuan média digital Gimkit jeung kelas kontrol anu meunang pangajaran konvénsional. Téhnik ngumpulkeun data dilaksanakeun ngaliwatan tés anu ngawengku pretest jeung posttest, ogé observasi. Data dianalisis ngagunakeun uji normalitas, uji homogénitas, uji N-Gain, sarta Independent Sample t-test kalayan bantuan IBM SPSS Statistics 29. Hasil panalungtikan nuduhkeun yén prosés pangajaran di kelas ékspérimén lumangsung kalayan hadé pisan. Hasil diajar peserta didik di kelas ékspérimén ngalaman paningkatan tina rata-rata peunteun pretest 66,06 jadi 83,19 dina posttest kalayan peunteun N-Gain 0,4074 anu kaasup kana katégori sedeng. Hasil uji hipotésis nuduhkeun yén peunteun signifikansi (Sig. 2-tailed) $< 0,001 < 0,05$, ku kituna H_0 ditolak sarta H_a ditarima. Ku kituna, modél pangajaran Problem Based Learning (PBL) kalayan bantuan média digital Gimkit miboga pangaruh anu positif jeung signifikan kana hasil diajar peserta didik dina mata pelajaran Ékonomi matéri Lembaga Jasa Keuangan. Dumasar kana hasil panalungtikan, panulis nyarankeun ka guru, sakola, peserta didik, sarta panalungtik satuhyna pikeun ngagunakeun modél pangajaran Problem Based Learning kalayan bantuan Gimkit sangkan prosés pangajaran jeung hasil diajar leuwih hadé.

Kecap Galeuh: *Problem Based Learning (PBL), Gimkit, Hasil Diajar, Média Digital, Ékonomi.*