

**PENGARUH METODE GBL (*GAME BASED LEARNING*) BERBANTUAN
MEDIA *WORDWALL* TERHADAP HASIL BELAJAR IPAS SISWA
KELAS IV SD**

Lela Rahmayanti

2022143034

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh metode GBL (*Game Based Learning*) berbantuan media *Wordwall* terhadap hasil belajar IPAS siswa kelas IV SD N 198 Palembang. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *True- Experimental design* jenis *Posttest Only Control Design*. Sampel penelitian diambil menggunakan teknik *Purposive Sampling*, yang terdiri dari kelas IV A sebagai kelas Eksperimen yang berjumlah 30 siswa dan kelas IV B sebagai kelas kontrol yang berjumlah 30 siswa. Teknik pengumpulan data menggunakan instrumen tes berupa soal esai yang telah diuji validitas dan reliabilitasnya. Analisis data menggunakan uji Independent Sample T-Test menggunakan SPSS versi 27. Hasil penelitian menunjukkan bahwa diperoleh nilai rata-rata *posttest* pada kelas eksperimen yang menggunakan media *wordwall* sebesar 80,20, sedangkan nilai rata-rata pada kelas kontrol yang menggunakan metode konvensional adalah 70,63. Hasil uji hipotesis menunjukkan nilai signifikan (2-tailed) sebesar $0,001 < 0,05$, hal ini berarti H_a terima dan H_o ditolak. Sehingga dapat disimpulkan bahwa ada pengaruh yang signifikan metode GBL (*Game Based Learning*) berbantuan media *Wordwall* terhadap hasil belajar IPAS siswa kelas IV SD.

Kata kunci: GBL (*Game Based Learning*), *Wordwall*, Hasil Belajar

**THE EFFECT OF THE GBL (GAME BASED LEARNING) METHOD
USING WORDWALL MEDIA ON THE SCIENCE LEARNING
OUTCOMES OF GRADE IV ELEMENTARY SCHOOL STUDENTS**

Lela Rahmayanti

2022143034

Abstract

This study aims to determine the effect of the GBL (Game Based Learning) method assisted by Wordwall media on the learning outcomes of fourth-grade students of SD N 198 Palembang. This study uses a quantitative approach with the True-Experimental design method of the Posttest Only Control Design type. The research sample was taken using the Purposive Sampling technique, which consists of class IV A as the Experimental class totaling 30 students and class IV B as the control class totaling 30 students. The data collection technique uses a test instrument in the form of essay questions that have been tested for validity and reliability. Data analysis uses the Independent Sample T-Test using SPSS version 27. The results of the study showed that the average posttest score in the experimental class using wordwall media was 80.20, while the average score in the control class using conventional methods was 70.63. The results of the hypothesis test showed a significance value (2-tailed) of $0.001 < 0.05$, this means that H_a is accepted and H_o is rejected. So it can be concluded that there is a significant influence of the GBL (Game Based Learning) method assisted by Wordwall media on the science learning outcomes of fourth grade elementary school students.

Keywords: *GBL (Game Based Learning), Wordwall, Learning Outcomes*