

## **ABSTRACT**

Alpani Lathipah, 2023. *The Effect of the Ludo History Learning Media on Students Learning Interest (Quasi Experimental in History Subject Specializing in the Material of Nationalism in Indonesia in Class XI IPS 2 SMAN 5 Tasikmalaya Even Semester 2022/ 2023 Academic Year)*. Department of History Education. Faculty of Teacher Training and Education. Siliwangi University

*The problem in this study is the low interest in learning in history learning specialization in class XI IPS SMA Negeri 5 Tasikmalaya. Seen in the learning process students are less active and pay less attention when the teacher delivers the material. As a learning attraction meets the indicators of interest in learning, interesting and fun learning media are needed. The use of media can help in learning history and can increase students' learning interest. The purpose of this study was to determine the effect of using ludo history learning media on students' learning interest in the subject History of Specialization in the Material of the Indonesian Nation's Response to Imperialism and Colonialism in class XI IPS 2 SMAN 5 Tasikmalaya even semester of the 2022/2023 academic year. This research uses a quantitative approach with the experimental method, namely the Nonequivalent Control Group quasi-experimental design. The population in this study were all class XI IPS SMAN 5 Tasikmalaya, and the sample was class XI IPS 2. Data were collected through closed questionnaires and observation. Data were analyzed using the SPSS application in the form of a normality test, homogeneity test. The research hypothesis was tested by using the Independent Samples T-Test. The results of the analysis show that the Asymp Sig (2-tailed) value is smaller than the probability value, which is  $0.00 < 0.05$  so it can be concluded that there is an influence from the ludo history game learning media on students' learning interest in class XI IPS 2 Tasikmalaya .*

**Keywords:** *Learning Media, Ludo History Game, Interest in Learning.*