

ABSTRACT

NADILA. 2023. THE INFLUENCE OF DICE THROW-BASED HISTORICAL PUZZLE MEDIA ON STUDENTS LEARNING ACTIVENESS (Quasi-Experiment on Indonesian History Learning Material on Proclaimer Figures and Figures Around the Proclamation in Class XI MIPA 7 SMA Negeri 1 Tasikmalaya Even Semester 2022/2023 Academic Year). Department of History Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

This thesis aims to determine the Effect of Dice-Based Historical Puzzle Learning Media on Student Learning Activeness in Indonesian History Subject Material Proclaimers and Figures Around the Proclamation of Class XI MIPA 7 at SMA Negeri 1 Tasikmalaya Even Semester 2022/2023 Academic Year. This experimental method is a research method that gives certain treatment to the research sample. The research design used in this research is Quasi Experiment with Nonequivalent Control Group Design. The population is all XI MIPA students, totaling 283 students. From this population, samples were taken, namely class XI MIPA 7 as an experimental class, totaling 37 students and class XI MIPA 4 as a control, totaling 34 students. The sampling technique uses purposive sampling technique, namely sampling based on certain considerations. The instruments used in this study were questionnaires and observation sheets. The research results obtained from class XI MIPA 7 as an experimental class posttest average value of 73.30. Whereas in class XI MIPA 4 as the control class the posttest average value was 64.44. The results of the hypothesis test obtained were sig. (2-tailed) 0.000. So the value of $0.000 < 0.05$ means that H_a is accepted and H_0 is rejected. So it can be concluded that. There is an influence of dice-based historical puzzle learning media on student learning activity in the subject of Indonesian history in the material of the Proclaimers and figures around the proclamation in class XI MIPA 7 SMA Negeri 1 Tasikmalaya even semester of the 2022/2023 school year.

Keywords: Dice-based historical puzzle learning media, student learning activity, history learning.