

ABSTRAK

AFLAH MA'RIFATULOH. 2023. THE INFLUENCE OF THE MEDIA OF THE SNAKES LADDER GAME USING A QUIZWHIZZER ON STUDENTS' LEARNING OUTCOMES ON VIRUS MATERIAL (Experimental Study in Class X of SMAN 6 Tasikmalaya Academic Year 2023/2024). Department of Biology Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

This research aims to determine the effect of the media game snakes and ladders using quizwhizzer on the learning outcomes of students in class X SMAN 6 Tasikmalaya in the 2023/2024 academic year. This research was carried out in August 2023. The method used in this research was Quasi Experiment with a posttest-only control group design. The population in this study was all class X MIPA SMAN 6 Tasikmalaya in seven classes with a total of 264 students. Samples were taken using a purposive sampling technique, class X MIPA 1 was obtained as the experimental class and class X MIPA 4 was the control class. The data collection technique is a learning outcomes test with 30 compound choice questions on virus material. The data analysis technique used is the t-test with a significance level of $\alpha = 0.05$. Based on the results of data analysis and hypothesis testing, it shows that the significance value of student learning outcomes is less than 0.05, namely 0.000, so it can be concluded that there is an influence of the snakes and ladders game using quizwhizzer on the learning outcomes of students in class X SMAN 6 Tasikmalaya in the 2023 academic year /2024.

Keywords: *Snakes and Ladders Game, Learning Results, Quizwhizzer*