

## ABSTRAK

INKA ANEZA. 2024. **PENGARUH PENGGUNAAN MEDIA *GAME* EDUKASI *QUIZIZZ* TERHADAP HASIL BELAJAR KOGNITIF** (Studi pada Pembelajaran Bahasa Indonesia Paket C di PKBM Al-Fattah). Jurusan Pendidikan Masyarakat Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.

Tujuan penelitian ini adalah untuk mengetahui bagaimana pengaruh hasil belajar kognitif warga belajar Paket C kelas XII IPS 1 PKBM Al-Fattah Manonjaya dengan menggunakan media *game* edukasi *Quizizz*. Hasil belajar yang diperoleh yang belum memenuhi nilai KKM (Kriteria Ketuntasan Minimal) menunjukkan bahwa hasil belajar yang dicapai warga belajar masih tergolong rendah, terbukti dari observasi yang dilakukan. Rendahnya hasil belajar ditunjukkan dengan latihan belajar yang masih rendah, hal ini terlihat pada pengalaman belajar ketika warga belajar tidak fokus pada materi yang diperkenalkan oleh tutor dan terlihat pada pengalaman berkembang yang kurang berfluktuasi sehingga warga belajar tidak memberikan kontribusi yang cukup untuk latihan pembelajaran. Salah satu variabel yang perlu divariasikan dalam pembelajaran adalah pemanfaatan media pembelajaran. Pendekatan kuantitatif, desain penelitian quasi eksperimen, dan desain *nonequivalent control group design* digunakan dalam penelitian ini. Sampel jenuh atau seluruh populasi dijadikan sampel untuk populasi penelitian yang seluruhnya terdiri dari Paket C kelas XII IPS. Uji normalitas, uji homogenitas, dan uji hipotesis digunakan dalam teknik analisis data. Prosedur pengumpulan informasi memanfaatkan persepsi, soal *pretest-posttest* yang berisi materi pembelajaran bahasa Indonesia, materi kritik dan esai. Temuan penelitian menunjukkan bahwa penggunaan media *game* edukasi *Quizizz* mempunyai pengaruh yang signifikan terhadap hasil belajar kognitif. Nilai rata-rata pada tes sebelum dan sesudah, yang meningkat dari 66,24 menjadi 94,06, menunjukkan hal ini. Hal serupa juga ditunjukkan dari uji *Mann-Whitney* bahwa nilai Asymp. (2-tailed) lebih kecil kemungkinannya dari probabilitas  $0,000 < 0,05$ . Artinya  $H_a$  diakui,  $H_0$  ditolak. Jadi penjabaran tersebut menunjukkan bahwa terdapat pengaruh dari pemanfaatan media *game* edukasi *Quizizz* terhadap hasil belajar kognitif.

**Kata Kunci:** Media Pembelajaran, *Game Edukasi Quizizz*, Hasil Belajar Kognitif

## **ABSTRACT**

**INKA ANEZA. 2024. THE EFFECT OF USE OF QUIZIZZ EDUCATIONAL GAME MEDIA ON COGNITIVE LEARNING OUTCOMES** (Study on Learning Indonesian Language Package C at PKBM Al-Fattah). Department of Community Education, Faculty of Teacher Training and Education. Siliwangi University.

*The purpose of this study is to ascertain how students in Package C class XII IPS 1 PKBM Al-Fattah Manonjaya's cognitive learning outcomes were affected by using the educational game media Quizizz. The learning outcomes that were obtained that did not meet the KKM score (Minimum Completeness Criteria) showed that the learning outcomes that were achieved by students were still relatively low, as evidenced by the observations that were made. Low learning results are demonstrated by the learning exercises of understudies who are still low, which should be visible in the educational experience when understudies don't focus on the material introduced by the mentor and should be visible in the growing experience which is less fluctuated so understudies don't contribute enough to learning exercises. One of the variables that needs assortment in learning is the utilization of learning media. A quantitative approach, a quasi-experimental research design, and a nonequivalent control group design were used for the research. A saturated sample or the entire population was sampled for the study's population, which consisted entirely of Package C class XII IPS. Normality tests, homogeneity tests, and hypothesis tests are utilized in data analysis techniques. Information assortment procedures utilizing perception, pretest-posttest questions containing Indonesian language learning material, analysis and ideas and documentation. The findings of the study indicate that the use of the educational game media Quizizz has a significant impact on cognitive learning outcomes. The average scores on the pre- and post-tests, which increased from 66.24 to 94.06, show this. It is likewise demonstrated from the Mann-Whitney test that the worth of Asymp. Sig. (2-tailed) is less likely than the probability of  $0.000 < 0.05$ . This implies that  $H_a$  is acknowledged,  $H_o$  is dismissed. So this translation shows that there is an impact from the utilization of instructive game media Quizizz on mental learning results.*

**Keywords:** Learning Media, Quizizz Educational Game, Cognitive Learning Outcomes