

## ABSTRAK

NUR HILAL, 2023. **Pengaruh Media Pembelajaran Linimasa Berbantuan Card Game Terhadap Hasil Belajar Sejarah Peserta Didik di Kelas XI IPS SMA Negeri 6 Tasikmalaya.** Jurusan Pendidikan Sejarah. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.

Penelitian ini bertujuan untuk mengetahui apakah terdapat pengaruh media pembelajaran Linimasa Berbantuan Card Game terhadap hasil belajar peserta didik di kelas XI IPS SMA Negeri 6 Tasikmalaya. Metode yang digunakan dalam penelitian ini adalah Kuasi Eksperimen dengan nonequivalent control group. Teknik pengumpulan data penelitian ini menggunakan tes dan observasi. Instrumen penelitian yang digunakan adalah soal pretest dan posttest. Populasi dalam penelitian ini adalah peserta didik kelas XI IPS SMA Negeri 6 Tasikmalaya dengan jumlah 174 peserta didik, yang menjadi sampel adalah kelas XI IPS 2 sebagai kelas eksperimen dengan jumlah 34 peserta didik, dan kelas XI IPS 1 sebagai kelas Kontrol dengan jumlah 35 Peserta didik. Teknik analisis data dalam penelitian ini berupa uji normalitas, uji homogenitas, uji paired sample test, uji independent sample test dan N-gain. Berdasarkan penelitian terdapat pengaruh media pembelajaran linimasa berbantuan Card Game terhadap hasil belajar Sejarah peserta didik di kelas XI IPS SMA Negeri 6 Tasikmalaya yang ditunjukkan dengan adanya peningkatan hasil belajar peserta didik. Peningkatan tersebut dilihat dari perolehan rata-rata skor pretest sebelum menggunakan media Linimasa berbantuan Card Game sebesar 68,56 sedangkan perolehan rata-rata skor posttest sesudah menggunakan media Linimasa berbantuan Card Game sebesar 90,94. Data tersebut mendukung bahwa penelitian yang dilakukan peneliti berhasil dibuktikan berdasarkan Uji Independent Samples t-test, yakni nilai Sig (2tailed) < 0.05. Maka, H<sub>0</sub> ditolak dan H<sub>a</sub> diterima artinya terdapat pengaruh media Linimasa berbantuan Card Game terhadap hasil belajar Sejarah peserta didik di kelas XI IPS SMA Negeri 6 Tasikmalaya.

**Kata Kunci: Media Pembelajaran, Linimasa Card Game, Hasil Belajar**

## **ABSTRACT**

NUR HILAL, 2023. The Effect of Timeline Learning Media Assisted by Card Game on the History Learning Outcomes of Students in Class XI IPS SMA Negeri 6 Tasikmalaya. Department of History Education. Faculty of Teacher Training and Education. Siliwangi University.

This study aims to determine whether there is an effect of Linimasa learning media assisted by Card Game on student learning outcomes in class XI IPS SMA Negeri 6 Tasikmalaya. The method used in this research is Quasi Experiment with nonequivalent control group. This research data collection technique uses tests and observations. The research instruments used are pretest and posttest questions. The population in this study were students of class XI IPS SMA Negeri 6 Tasikmalaya with a total of 174 students, the sample was class XI IPS 2 as an experimental class with 34 students, and class XI IPS 1 as a control class with 35 students. Data analysis techniques in this study are normality test, homogeneity test, paired sample test, independent sample test and N-gain. Based on the research, there is an effect of timeline learning media assisted by Card Game on the learning outcomes of History students in class XI IPS SMA Negeri 6 Tasikmalaya which is indicated by an increase in student learning outcomes. The increase is seen from the acquisition of the average pretest score before using the Linimasa media assisted by Card Game of 68.56 while the acquisition of the average posttest score after using the Linimasa media assisted by Card Game of 90.94. The data supports that the research conducted by researchers was successful as evidenced by the Independent Samples t-test, namely the value of Sig. (2tailed) < 0.05. So, H<sub>0</sub> is rejected and H<sub>a</sub> is accepted, meaning that there is an effect of Linimasa media assisted by Card Game on the learning outcomes of History students in class XI IPS SMA Negeri 6 Tasikmalaya.

**Keywords: Learning Media, Linimasa Card Game, Learning Outcomes**