

ABSTRACT

ISNANDITA PUTRI REYCHAN. 2024. *The Influence of Game Based Learning on Biology Learning on the Critical Thinking Skills and Problem Solving Skills of Class XI Student at SMA Negeri 1 Tasikmalaya in the 2023/2024 Academic Year (An Experimental Study at SMA Negeri 1 Tasikmalaya, in the 2023/2024 Academic Year). Biology Education Department, Faculty of Science and Teacher's Training, Siliwangi University of Tasikmalaya.*

The purpose of this research is to investigate the effect of game-based learning on biology learning on the critical thinking skills and problem-solving skills of class XI students at SMA Negeri 1 Tasikmalaya. The method used is a quasi-experiment with a non-equivalent control group design. The population of this study is all class XI students studying biology. The sample used purposive sampling, resulting in class XI-4 as the control group and XI-10 as the experimental group, with 82 student participants. The instruments used were essay-type questions for critical thinking and problem-solving skills, which were validated constructively and empirically and analyzed using the Anates application. The data analysis technique used was ANCOVA hypothesis testing, with significance values of 0.007 for critical thinking skills and 0.021 for problem-solving skills, both of which have significance values < 0.05 , indicating that the hypothesis is proven to be true, meaning that there is an effect of game-based learning on biology learning on the critical thinking skills and problem-solving skills of class XI students at SMA Negeri 1 Tasikmalaya during the 2023/2024 academic year.

Keywords: *Game based learning; critical thinking skills; problem solving skills*