

ABSTRAK

Berdasarkan hasil observasi di kelas jurusan Teknik Jaringan Komputer dan Telekomunikasi mendapatkan informasi bahwa keaktifan belajar peserta didik dalam mata pelajaran Sejarah Indonesia masih rendah dan belum memenuhi indikator keaktifan belajar. Untuk mengatasi permasalahan tersebut, diperlukan solusi seperti media pembelajaran yang menarik dan interaktif. Penelitian ini menggunakan media *Educandy* sebagai solusi yaitu media pembelajaran digital berbasis permainan edukatif yang dapat meningkatkan keterlibatan aktif peserta didik. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media *Educandy* terhadap keaktifan belajar peserta didik kelas X TKJ A di SMK Negeri 1 Pebayuran. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *quasi experiment* dan desain *non-equivalent control group design*, melibatkan dua kelas: eksperimen (menggunakan *Educandy*) dan kontrol (menggunakan *PowerPoint*). Hasil uji normalitas menggunakan Shapiro-Wilk menunjukkan nilai signifikan untuk kelas eksperimen sebesar 0,140 dan kontrol sebesar 0,084 ($> 0,05$), sehingga data berdistribusi normal. Uji homogenitas menunjukkan nilai signifikansi 0,180 ($> 0,05$), artinya data homogen. Hasil independent sample t-test menunjukkan nilai signifikansi 0,000 ($< 0,05$), yang berarti terdapat perbedaan signifikan keaktifan belajar antara kelas eksperimen dan kontrol. Hasil perhitungan N-Gain pada kelas eksperimen sebesar 60,96% (Cukup Efektif), sedangkan kelas kontrol hanya 28,08% (Tidak Efektif). Berdasarkan hasil analisis, disimpulkan bahwa penggunaan *Educandy* berpengaruh dalam meningkatkan keaktifan belajar peserta didik.

Kata Kunci : Educandy, Keaktifan Belajar, Sejarah Indonesia

ABSTRACT

Based on the results of observations in the class of Computer Network and Telecommunication Engineering department, it was found that student learning activeness in Indonesian History subjects was still low and had not met the indicators of learning activeness. To overcome these problems, a solution is needed in the form of interesting and interactive learning media. This research uses Educandy media as a solution, namely digital learning media based on educational games that can increase the active involvement of students. This study aims to determine the effect of using Educandy media on the learning activeness of students in class X TKJ A SMK Negeri 1 Pebayuran. This study uses a quantitative approach with a quasi experiment method and a non-equivalent control group design, involving two classes, namely the experimental class (using Educandy) and the control class (using PowerPoint). The results of the normality test using Shapiro-Wilk showed a significant value for the experimental class of 0.140 and control of 0.084 (> 0.05), so the data was normally distributed. The homogeneity test shows a significance value of 0.180 (> 0.05), meaning the data is homogeneous. The results of the independent sample t-test show a significance value of 0.000 (< 0.05), which means there is a significant difference in learning activeness between the experimental and control classes. The results of the N-Gain calculation in the experimental class amounted to 60.96% (Quite Effective), while the control class was only 28.08% (Not Effective). Based on the results of the analysis, it is concluded that the use of Educandy has an effect in increasing students' learning activeness.

Keywords: Educandy, Learning Activity, Indonesian History