

ABSTRAK

DEN DEN FADILLAH HARUN AR. 2025. "USING BAAMBOOZLE AS COOPERATIVE LEARNING MEDIUM TO INCREASE STUDENTS INTRINSIC MOTIVATION IN LEARNING ENGLISH".

Program study Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Penelitian ini dilatarbelakangi oleh rendahnya motivasi intrinsik siswa dalam pembelajaran Bahasa Inggris di salah satu Madrasah Aliyah di Tasikmalaya. Rendahnya minat, kesenangan, dan kepuasan bawaan (inherent satisfaction) menyebabkan siswa kurang terlibat aktif dalam proses belajar. Penelitian ini bertujuan untuk meningkatkan motivasi intrinsik siswa melalui penerapan pembelajaran kooperatif menggunakan media Baamboozle sebagai bentuk gamifikasi yang interaktif. Metode penelitian yang digunakan adalah Penelitian Tindakan Kelas (Classroom Action Research) model Kemmis dan McTaggart, yang dilaksanakan dalam dua siklus. Subjek penelitian adalah 29 siswa kelas XI. Data dikumpulkan melalui lembar observasi, jurnal reflektif, dan kuesioner yang diadaptasi dari teori Self-Determination Theory (Ryan & Deci, 2020) yang mencakup tiga indikator: interest, enjoyment, dan inherent satisfaction. Data kualitatif dianalisis dengan model Miles dan Huberman (1994), sedangkan data kuantitatif dianalisis secara deskriptif melalui persentase dan rata-rata persentase. Hasil penelitian menunjukkan bahwa penerapan pembelajaran kooperatif dengan media Baamboozle dapat meningkatkan motivasi intrinsik siswa secara signifikan. Pada siklus I, rata-rata skor motivasi meningkat dari 63% (kategori kurang) menjadi 65% (kategori kurang). Setelah dilakukan perbaikan pada siklus II dengan variasi aktivitas dan pemberian penghargaan sederhana, skor rata-rata meningkat menjadi 66% (kategori cukup). Secara kualitatif, siswa menunjukkan peningkatan dalam aspek perhatian, antusiasme, serta rasa bangga dan kepuasan terhadap hasil belajarnya. Dengan demikian, penggunaan Baamboozle sebagai media gamifikasi dalam pembelajaran kooperatif tipe Teams Games Tournament (TGT) terbukti efektif dalam meningkatkan motivasi intrinsik siswa dalam belajar Bahasa Inggris.

Kata kunci: Baamboozle, pembelajaran kooperatif, gamifikasi, motivasi intrinsik, Classroom Action Research.

ABSTRACT

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This research was motivated by the low level of students' intrinsic motivation in learning English at one of the Islamic senior high schools in Tasikmalaya. The lack of interest, enjoyment, and inherent satisfaction made students less engaged in the learning process. This study aims to improve students' intrinsic motivation through the implementation of cooperative learning using Baamboozle as a gamified learning medium. The research employed a Classroom Action Research (CAR) design following the Kemmis and McTaggart model, conducted in two cycles involving 29 eleventh-grade students. The data were collected through observation sheets, reflective journals, and questionnaires, adapted from Self-Determination Theory (Ryan & Deci, 2020) focusing on three indicators: interest, enjoyment, and inherent satisfaction. Qualitative data were analyzed using Miles and Huberman's (1994) model, while quantitative data were analyzed descriptively using percentages and mean scores. The findings revealed that implementing cooperative learning through Baamboozle enhanced students' intrinsic motivation. In Cycle I, the mean score of motivation increased from 63% (poor) to 65% (poor). After adjustments in Cycle II, such as varying the game activities and providing small rewards, the mean score rose to 66% (fair). Qualitatively, students demonstrated greater interest, enjoyment, and a stronger sense of satisfaction toward their achievements. Therefore, it can be concluded that Baamboozle, as medium in cooperative learning through the Teams Games Tournament (TGT) model, is effective in improving students' intrinsic motivation in learning English.

Keywords: Baamboozle, cooperative learning, gamification, intrinsic motivation, classroom action research.