

ABSTRAK

Mohammad Rifa Munadi. 222170131. **PENGARUH MEDIA *WORDWALL* MELALUI MODEL *GAME BASED LEARNING* TERHADAP MINAT BELAJAR DAN KETERAMPILAN KOLABORASI PESERTA DIDIK (Studi Eksperimen Pada Mata Pelajaran Geografi Materi Mitigasi dan Adaptasi Kebencanaan Kelas XI di SMA Negeri 1 Manonjaya).** Jurusan Pendidikan Geografi. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi, Tasikmalaya.

Penelitian ini dilatarbelakangi oleh masih belum optimalnya minat belajar dan keterampilan kolaborasi peserta didik pada mata pelajaran geografi, yang disebabkan oleh pembelajaran yang masih berpusat pada guru (*teacher-centered*) dan belum optimalnya pemanfaatan media pembelajaran berbasis teknologi digital. Selain itu, peserta didik cenderung pasif dan kurang mendapat kesempatan berkolaborasi secara bermakna di dalam kelompok, yang mencerminkan perlunya inovasi dalam strategi pembelajaran yang interaktif dan menyenangkan. Pemilihan kedua variabel ini didasarkan pada urgensi pemecahan masalah, sehingga fokus utama penelitian diarahkan sepenuhnya pada peningkatan minat belajar dan keterampilan kolaborasi tanpa memperluas pada capaian pembelajaran, dikarenakan adanya keterbatasan alokasi waktu. Tujuan dari penelitian ini adalah (1) Untuk mengetahui penerapan media *Wordwall* melalui model *Game Based Learning* (GBL) terhadap minat belajar dan keterampilan kolaborasi, (2) Untuk mengetahui pengaruh media *Wordwall* melalui model *Game Based Learning* (GBL) terhadap minat belajar, (3) Untuk mengetahui pengaruh media *Wordwall* melalui model *Game Based Learning* (GBL) terhadap keterampilan kolaborasi. Metode penelitian ini adalah kuantitatif dengan *true experiment design* serta desain penelitian ini yaitu *pretest-posttest control group design*. Teknik pengambilan sampel yang digunakan yaitu teknik *probability sampling* dengan menggunakan *simple random sampling*, dengan sampel penelitian terdiri dari 72 peserta didik dari dua kelas yakni kelas XI-F1 (kelas kontrol) sebanyak 36 peserta didik dan kelas XI-G1 (kelas eksperimen) sebanyak 36 peserta didik. Teknik analisis data yaitu analisis deskriptif, analisis statistik, uji normalitas, uji homogenitas, uji *non-parametrik* (uji *Wilcoxon*), dan uji *N-Gain*. Berdasarkan hasil penelitian di lapangan bahwa tahapan penerapan media *Wordwall* diintegrasikan pada sintaks model *Game Based Learning* (GBL), yaitu: memilih *game* sesuai topik pembelajaran, menjelaskan konsep, menjelaskan aturan permainan, bermain *game*, merangkum pengetahuan, dan melakukan refleksi. Kemudian hasil dari uji *Wilcoxon* pada kedua variabel memperoleh nilai signifikansi $<0,001$, maka H_0 ditolak dan H_a diterima. Hasil di atas dapat disimpulkan bahwa terdapat pengaruh dari media *Wordwall* melalui model *Game Based Learning* (GBL) terhadap minat belajar dan keterampilan kolaborasi peserta didik. Semakin optimal penerapan model dan media tersebut, maka semakin tinggi pula minat belajar dan keterampilan kolaborasi peserta didik pada materi Mitigasi dan Adaptasi Kebencanaan.

Kata Kunci: *Wordwall*, *Game Based Learning* (GBL), Minat Belajar, Keterampilan Kolaborasi

ABSTRACT

Mohammad Rifa Munadi. 222170131. ***THE EFFECT OF WORDWALL MEDIA THROUGH GAME BASED LEARNING MODEL ON STUDENTS' LEARNING INTEREST AND COLLABORATION SKILLS (Experimental Study on Geography Subjects with Disaster Mitigation and Adaptation Material for Grade XI at SMA Negeri 1 Manonjaya)***. Department of Geography Education. Faculty of Teacher Training and Education. Siliwangi University, Tasikmalaya.

This research is motivated by the still less than optimal learning interest and collaboration skills of students in geography subjects, which is caused by learning that is still teacher-centered and the less than optimal use of digital technology-based learning media. In addition, students tend to be passive and have less opportunity to collaborate meaningfully in groups, which reflects the need for innovation in interactive and fun learning strategies. The selection of these two variables is based on the urgency of problem solving, so that the main focus of the research is directed entirely at increasing learning interest and collaboration skills without expanding on learning outcomes, due to limited time allocation. The objectives of this study are (1) To determine the application of Wordwall media through the Game Based Learning (GBL) model on learning interest and collaboration skills, (2) To determine the effect of Wordwall media through the Game Based Learning (GBL) model on learning interest, (3) To determine the effect of Wordwall media through the Game Based Learning (GBL) model on collaboration skills. This research method is quantitative with a true experiment design and the research design is a pretest-posttest control group design. The sampling technique used was probability sampling technique using simple random sampling, with the research sample consisting of 72 students from two classes, namely class XI-F1 (control class) with 36 students and class XI-G1 (experimental class) with 36 students. Data analysis techniques were descriptive analysis, statistical analysis, normality test, homogeneity test, non-parametric test (Wilcoxon test), and N-Gain test. Based on the results of field research, the stages of implementing Wordwall media were integrated into the syntax of the Game Based Learning (GBL) model, namely: selecting games according to learning topics, explaining concepts, explaining game rules, playing games, summarizing knowledge, and reflecting. Then the results of the Wilcoxon test on both variables obtained a significance value of <0.001 , so H_0 was rejected and H_a was accepted. The above results can be concluded that there is an influence of Wordwall media through the Game Based Learning (GBL) model on students' learning interest and collaboration skills. The more optimal the application of the model and media, the higher the learning interest and collaboration skills of students in the Disaster Mitigation and Adaptation material.

Keywords: *Wordwall, Game Based Learning (GBL), Learning Interest, Collaboration Skills*