

ABSTRAK

NILAM OKTAVIANI, 2026. **PENGARUH METODE *GAME BASED LEARNING FILL IN THE BLANKS* TERHADAP KETERAMPILAN KOLABORATIF DAN HASIL BELAJAR PESERTA DIDIK PADA MATERI SISTEM PENCERNAAN MANUSIA (Studi Eksperimen di Kelas XI SMAN 2 Tasikmalaya Tahun Ajaran 2025/2026)**. Program Studi Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Pembelajaran sistem pencernaan manusia memerlukan metode aktif yang mendorong interaksi dan kerja sama antar peserta didik demi meningkatkan pemahaman konsep serta hasil belajar secara optimal. Penelitian ini bertujuan untuk mengetahui pengaruh metode *game based learning fill in the blanks* terhadap keterampilan kolaboratif dan hasil belajar peserta didik di kelas XI SMA Negeri 2 Tasikmalaya tahun ajaran 2025/2026. Metode yang digunakan adalah quasi eksperimen. Penelitian ini dilaksanakan di SMA Negeri 2 Tasikmalaya tahun ajaran 2025/2026 dengan populasinya adalah seluruh kelas XI yang terdiri dari 6 kelas dengan jumlah peserta didik sebanyak 216 orang. Sampel diambil berdasarkan teknik purposive sampling sehingga terpilih kelas XI A.3 sebagai kelas eksperimen dan XI A.5 sebagai kelas kontrol. Teknik pengumpulan data dilakukan dengan menggunakan tes keterampilan kolaboratif sebanyak 11 butir pernyataan dan tes kemampuan hasil belajar sebanyak 36 soal pilihan majemuk. Uji hipotesis menggunakan uji ancova dan menunjukkan nilai signifikansi 0,006 untuk keterampilan kolaboratif dan 0,000 untuk hasil belajar, dimana nilai signifikansi lebih kecil dari 0,05 artinya H_0 ditolak. Dengan demikian, dapat disimpulkan bahwa metode *game based learning fill in the blanks* berpengaruh terhadap keterampilan kolaboratif dan metode *game based learning fill in the blanks* berpengaruh terhadap hasil belajar peserta didik pada materi sistem pencernaan manusia. Implikasi dari penelitian ini menunjukkan bahwa metode *game based learning fill in the blanks* yang memanfaatkan platform *Educaplay* dapat dijadikan sebagai alternatif strategi pembelajaran inovatif yang mampu meningkatkan keterlibatan aktif, serta interaksi belajar peserta didik melalui suasana yang lebih menarik dan menyenangkan, sehingga disarankan bagi guru untuk mengintegrasikannya dalam pembelajaran, serta dapat menjadi rujukan bagi penelitian selanjutnya dalam mengembangkan metode pembelajaran berbasis permainan yang lebih efektif.

Kata Kunci: *Fill In The Blanks, Game Based Learning, Kolaboratif, Hasil Belajar*

ABSTRACT

NILAM OKTAVIANI, 2026. *THE EFFECT OF THE GAME BASED LEARNING FILL-IN-THE-BLANKS METHOD ON STUDENTS' COLLABORATIVE SKILLS AND LEARNING OUTCOMES IN THE HUMAN DIGESTIVE SYSTEM* (Experimental Study in Grade XI Students of SMAN 2 Tasikmalaya, 2025/2026 Academic Year). Biology Education Study Program, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

Learning the human digestive system requires an active method that encourages interaction and cooperation between students in order to improve conceptual understanding and optimal learning outcomes. This study aims to determine the effect of the game-based learning fill-in-the-blanks method on collaborative skills and learning outcomes of students in class XI of SMA Negeri 2 Tasikmalaya in the 2025/2026 academic year. The method used is a quasi-experimental. This study was conducted at SMA Negeri 2 Tasikmalaya in the 2025/2026 academic year with the population being all class XI consisting of 6 classes with a total of 216 students. The sample was taken based on a purposive sampling technique so that class XI A.3 was selected as the experimental class and XI A.5 as the control class. Data collection techniques were carried out using a collaborative skills test consisting of 11 statement items and a learning ability test consisting of 36 multiple choice questions. Hypothesis testing using the ancova test and showed a significance value of 0.006 for collaborative skills and 0.000 for learning outcomes, where the significance value is smaller than 0.05 meaning H_0 is rejected. Thus, it can be concluded that the game-based learning fill-in-the-blanks method has an effect on collaborative skills and the game-based learning fill-in-the-blanks method has an effect on students' learning outcomes on the human digestive system material. The implications of this study indicate that the game-based learning fill-in-the-blanks method that utilizes the Educaplay platform can be used as an alternative innovative learning strategy that is able to increase active involvement, as well as student learning interactions through a more interesting and enjoyable atmosphere, so it is recommended for teachers to integrate it in learning, and it can be a reference for further research in developing more effective game-based learning methods..

Keywords: *Fill-in-the-Blanks, Game Based Learning, Collaborative, Learning Outcomes*