

## ABSTRAK

NISA NUR FITRIYANTI. 2026. **PENGARUH *GAME BASED LEARNING CLASH OF CHAMPIONS* TERHADAP KETERAMPILAN BERPIKIR KRITIS DAN KOLABORASI SISWA PADA PEMBELAJARAN BIOLOGI MATERI EKOSISTEM (STUDI EKSPERIMEN DI KELAS X SMAN 1 JATIWARAS TAHUN AJARAN 2025/2026).**

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Keterampilan berpikir kritis dan kolaborasi merupakan kompetensi inti abad ke-21 yang sangat penting untuk memecahkan permasalahan kompleks dan bekerja sama secara efektif, namun persentase ketercapaian keterampilan ini pada siswa masih tergolong rendah. Penelitian ini bertujuan untuk mengetahui pengaruh penerapan metode *Game-Based Learning Clash of Champions* terhadap keterampilan berpikir kritis dan kolaborasi siswa pada pembelajaran Biologi materi ekosistem di kelas X SMA Negeri 1 Jatiwaras tahun ajaran 2025/2026. Metode yang digunakan adalah eksperimen (*quasi eksperimen*). Penelitian ini dilaksanakan di SMA Negeri 1 Jatiwaras tahun ajaran 2025/2026 dengan populasi seluruh kelas X. Sampel diambil berdasarkan teknik *purposive sampling* sehingga terpilih kelas X.10 sebagai kelas eksperimen dan X.9 sebagai kelas kontrol. Teknik pengumpulan data dilakukan dengan menggunakan tes keterampilan berpikir kritis (berdasarkan indikator Ennis) sebanyak 12 butir soal uraian dan angket keterampilan kolaborasi (*Collaboration Self-Assessment Tool*) sebanyak 11 butir pernyataan. Sebelum pengujian hipotesis, dilakukan uji prasyarat analisis yang meliputi uji normalitas (*Shapiro-Wilk*) dan uji homogenitas. Hasil uji prasyarat menunjukkan data berdistribusi normal dan memiliki varians yang homogen ( $\text{Sig} > 0,05$ ). Selanjutnya, uji hipotesis menggunakan uji ancova dan menunjukkan nilai signifikansi 0,000 untuk keterampilan berpikir kritis dan 0,002 untuk keterampilan kolaborasi, di mana nilai signifikansi lebih kecil dari 0,05 yang artinya hipotesis diterima. Sehingga hasil penelitian menunjukkan bahwa terdapat pengaruh yang signifikan dari penerapan metode *Game-Based Learning Clash of Champions* terintegrasi *Discovery Learning* terhadap keterampilan berpikir kritis dan kolaborasi siswa pada materi ekosistem di kelas X SMA Negeri 1 Jatiwaras.

**Kata Kunci:** *Clash of Champions*, Ekosistem, *Game-Based Learning*, Keterampilan Berpikir Kritis, Keterampilan Kolaborasi.

## ABSTRACT

NISA NUR FITRIYANTI. 2026. ***THE EFFECT OF CLASH OF CHAMPIONS GAME-BASED LEARNING ON STUDENTS' CRITICAL THINKING AND COLLABORATION SKILLS IN BIOLOGY LEARNING OF ECOSYSTEM MATERIAL (EXPERIMENTAL STUDY IN CLASS X OF SMAN NEGERI 1 JATIWARAS, SCHOOL YEAR 2025/2026).***

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*Critical thinking and collaboration skills are core competencies of the 21st century that are very important for solving complex problems and working together effectively, but the percentage of achievement of these skills in students is still relatively low. This study aims to determine the effect of the application of the Game-Based Learning Clash of Champions method on students' critical thinking and collaboration skills in Biology learning on ecosystem material in class X of SMA Negeri 1 Jatiwaras in the 2025/2026 academic year. The method used is an experiment (quasi-experiment). This study was conducted at SMA Negeri 1 Jatiwaras in the 2025/2026 academic year with a population of all class X. The sample was taken based on a purposive sampling technique so that class X.10 was selected as the experimental class and X.9 as the control class. Data collection techniques were carried out using a critical thinking skills test (based on Ennis indicators) consisting of 12 essay questions and a collaboration skills questionnaire (Collaboration Self-Assessment Tool) consisting of 11 statement items. Before testing the hypothesis, a prerequisite analysis test was carried out which included a normality test (Shapiro-Wilk) and a homogeneity test. The results of the prerequisite test show that the data is normally distributed and has a homogeneous variance ( $Sig > 0.05$ ). Furthermore, the hypothesis test uses the ancova test and shows a significance value of 0.000 for critical thinking skills and 0.002 for collaboration skills, where the significance value is less than 0.05 which means the hypothesis is accepted. So the results of the study indicate that there is a significant influence of the application of the Game-Based Learning Clash of Champions method integrated with Discovery Learning on students' critical thinking and collaboration skills on ecosystem material in class X of SMA Negeri 1 Jatiwaras..*

**Keywords:** *Clash of Champions, Collaboration Skills, Critical Thinking Skills, Ecosystem, Game-Based Learning.*