

PENGARUH PENGGUNAAN GAME EDUKASI *WORDWALL TIPE OPEN THE BOX* TERHADAP HASIL BELAJAR KOGNITIF IPAS SISWA DI SEKOLAH DASAR

MEILANI AMELIA

NIM 20416286206083



ABSTRAK

Penelitian ini dilakukan dengan tujuan untuk mengetahui apakah terdapat pengaruh penggunaan game edukasi *Wordwall tipe open the box* terhadap hasil belajar kognitif IPAS siswa kelas IV SDN Palumbonsari 1 Kecamatan Karawang Timur Kabupaten Karawang. Penelitian ini menggunakan metode kuantitatif jenis *pre-eksperimen* dengan desain *tipe one grup pretest posttest*. Populasi dalam penelitian ini adalah seluruh siswa/I kelas IV SDN Palumbonsari 1 yang berjumlah 135 orang. Teknik pengambilan sampel menggunakan *purposive sampling* sehingga sampel yang digunakan adalah kelas IV A yang berjumlah 48 siswa/I. Teknik pengumpulan data menggunakan tes berupa pilihan ganda sebelum dan sesudah diberikan perlakuan. Kemudian dilakukan uji kelayakan instrumen dengan uji validitas, reliabilitas, tingkat kesukaran dan daya pembeda. Hasil dari uji validitas diperoleh 20 butir instrumen yang dinyatakan valid dari 30 butir instrumen yang diujicobakan. Hasil dari uji reliabilitas diperoleh r_{11} 0,73. Teknik analisis data menggunakan statistika deskriptif dan statistika inferensial. Pada uji hipotesis menggunakan uji *paired sample t-test* dengan program *SPSS versi 29.0.2.0 for windows* yang diperoleh nilai Sig (2-tailed) yaitu $0,001 < 0,05$ artinya H_0 ditolak dan H_1 diterima. Sehingga dari hasil penelitian ini dapat disimpulkan bahwa terdapat pengaruh penggunaan game edukasi *Wordwall tipe open the box* terhadap hasil belajar kognitif IPAS siswa kelas IV SDN Palumbonsari 1.

Kata Kunci: Game Edukasi *Wordwall Tipe Open the Box*, Hasil Belajar Kognitif IPAS

**THE EFFECT OF USE OF OPEN THE BOX TYPE WORDWALL
EDUCATIONAL GAMES ON STUDENTS COGNITIVE SCIENCE
LEARNING OUTCOMES IN PRIMARY SCHOOLS**

MEILANI AMELIA

NIM 20416286206083



ABSTRACT

This research was conducted with the aim of finding out whether there was an influence of using the open the box type Wordwall educational game on the science and science cognitive learning outcomes of class IV students at SDN Palumbosari 1, East Karawang District, Karawang Regency. This research uses a pre-experimental quantitative method with a one group pretest posttest type design. The population in this study was all class IV students at SDN Palumbosari 1, totaling 135 people. The sampling technique used purposive sampling so that the sample used was class IV A, totaling 48 students. The data collection technique uses a multiplechoice test before and after treatment is given. Then a feasibility test of the instrument was carried out by testing validity, reliability, level of difficulty and distinguishing power. The results of the validity test showed that 20 instrument items were declared valid from the 30 instrument items that were tested. The results of the reliability test obtained r_{11} 0.73. Data analysis techniques use descriptive statistics and inferential statistics. In hypothesis testing using the paired sample t-test with the SPSS version 29.0.2.0 for Windows program, the Sig (2-tailed) value obtained was $0.001 < 0.05$, meaning that H_0 was rejected and H_1 was accepted. So from the results of this research it can be concluded that there is an influence of the use of the open the box type Wordwall educational game on the science and science cognitive learning outcomes of class IV students at SDN Palumbosari 1.

Keywords: Educational Games Open the Box Type Wordwall, Cognitive Learning Outcomes Science