PENGARUH MODEL GAMES BASED LEARNING TERHADAP MINAT BELAJAR SISWA BERBANTUAN ALAT PERAGA JERAPAH TOMPINA KELAS III SEKOLAH DASAR

ABSTRAK

Permasalahan penelitian ini adalah kurangnya minat belajar siswa, hal ini dibuktikan dengan observasi terhadap siswa dan guru. Penelitian ini bertujuan untuk mengetahui perbedaan model pembelajaran *Games Based Learning* berbatuan alat peraga jerapah tompina terhadap minat belajar dan juga untuk mengetahui pengaruh penggunaan model pembelajaran *Games Based Learning* berbantuan alat peraga jerapah tompina terhadap minat belajar siswa kelas III SDIT Cahaya Ummat. Subjek pada penelitian ini adalah siswa kelas III A dan III B SDIT Cahaya Ummat. Jenis data pada penelitian ini adalah kuantitatif dengan menggunakan *quaci experimental design* bentuk *nonequivalent control group design*. Teknik pengumpulan data dalam penelitian ini menggunakan Tes (*Pretest* dan *Posstest*) dan Non Tes (Observasi, Wawancara, dan Dokumentasi). Teknik analisis data padapenelitian ini adalah uji normalitas, uji homogenitas, uji hipotesis yang berupa uji independent sample t-test dan uji regresi linear sederhana. Hasil penelitian menunjukkan bahwa: (1) Adanya perbedaan penggunaan model *Games Based Learning* berbantuan alat peraga jerapah tompina terhadap mnat belajar siswa. Hal ini dapat dibuktikan dengan hasil Uji *Independent Sampel T-Test* dengan nilai kurang dari 0,05 yaitu 0,003 < 0,05. Sehingga dapat diambil kesimpulannya bahwa terdapat perbedaan yang signifikan antara kelas eksperimen dan kelas kontrol, yang dimana kelas eksperimen memiliki rata-rata 77% lebih besar daripada rata-rata kelas kontrol yaitu 66%. (2) Ada pengaruh penggunaan model *Games Based Learning* berbantuan alat peraga jerapah tompina terhadap minat belajar siswa. Hal ini dapat dibuktikan dari hasil Uji *Regresi Linear Sederhana* dengan nilai sig-nya kurang dari 0,05 yaitu 0,000 < 0,05. Sehingga pada variabel minat belajar dapat disimpulkan bahwa ada pengaruh model *Games Based Learning* berbantuan alat peraga jerapah tompina terdahap minat belajar siswa sebesar (nilai R Square 0,722 atau 72,2%). Simpulan dari penelitian ini adalah model *Games Based Learning* berbantuan alat peraga jerapah tompina efektif dalam meningkatkan minat belajar siswa.

Kata kunci: *Games Based Learing*, minat belajar, jerapah tompina.

**THE INFLUENCE OF GAMES BASED LEARNING MODELS ON STUDENTS'
LEARNING INTEREST WITH THE AID OF TOMPINA GIRAFFE PRODUCTS
FOR CLASS III PRIMARY SCHOOL**

ABSTRACT

The problem of this research is the lack of student interest in learning, this is proven by observations of students and teachers. This research aims to determine the differences between the Games Based Learning model assisted by tompina giraffe props on learning interest and also to determine the effect of using the Games Based Learning model assisted by tompina giraffe props on the learning interest of class III students at Cahaya Ummat Elementary School. The subjects in this research were students in classes III A and III B at SDIT Cahaya Ummat. The type of data in this research is quantitative using quaci experimental design in the form of nonequivalent control group design. Data collection techniques in this research used tests (pretest and posttest) and non-tests (observation, interviews and documentation). The data analysis techniques in this research are normality test, homogeneity test, hypothesis test in the form of independent sample t-test and simple linear regression test. The results of the research show that: (1) There is a difference in the use of the Games Based Learning model assisted by tompina giraffe props on student learning interest. This can be proven by the results of the Independent Sample T-Test with a value of less than 0.05, namely $0.003 < 0.05$. So it can be concluded that there is a significant difference between the experimental class and the control class, where the experimental class has an average of 77% greater than the average of the control class, namely 66%. (2) There is an influence of using the Games Based Learning model assisted by tompina giraffe props on students' learning interest. This can be proven from the results of the Simple Linear Regression Test with a sig value of less than 0.05, namely $0.000 < 0.05$. So, regarding the learning interest variable, it can be concluded that there is an influence of the Games Based Learning model assisted by tompina giraffe props on students' learning interest of (R Square value 0.722 or 72.2%). The conclusion of this research is that the Games Based Learning model assisted by tompina giraffe props is effective in increasing students' interest in learning.
Keywords: Games Based Learning, interest in learning, tompina giraffe.