

Universitas Ngudi Waluyo  
Program Studi PGSD, Fakultas Komputer dan Pendidikan  
Skripsi. 24 Maret 2025  
Miftahul Jannah  
134211017

**PENGARUH MODEL *GAMES BASED LEARNING* BERBANTUAN ALAT  
PERAGA ROMERE TERHADAP KEAKTIFAN BELAJAR SISWA  
SEKOLAH DASAR**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui bagaimana pengaruh model pembelajaran *Games Based Learning* berbantuan alat peraga Romere terhadap keaktifan belajar siswa. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis metode eksperimen yaitu *Quasi Experimental Design* dengan bentuk desain *Nonquivalent Control Group*. Populasi dalam penelitian ini adalah seluruh siswa SDN Langensari 02 Ungaran Barat, siswa kelas III A (sebagai kelas kontrol) dan siswa kelas III B (sebagai kelas eksperimen). Teknik analisis data yang digunakan adalah Uji normalitas, uji homogenitas, Uji *Independent Sample T-Test*, dan Uji *Regresi Linier Sederhana*. Hasil penelitian ini menunjukkan bahwa Adanya pengaruh penggunaan model *Games Based Learning* berbantuan alat peraga Romere terhadap keaktifan belajar siswa. Hal ini dapat dibuktikan dari hasil Uji *Regresi Linear Sederhana* dengan nilai *sig*-nya kurang dari 0,05 yaitu  $0,001 < 0,05$ . Maka dapat disimpulkan bahwa terdapat pengaruh dalam penerapan model *Game Based Learning* berbantuan alat peraga Romere terhadap keaktifan belajar siswa,

**Kata kunci :** Keaktifan belajar , *Games Based Learning*, Romere

Ngudi Waluyo University  
PGSD Study Program, Faculty of Computers and Education  
Final Project, 24 March 2025  
Miftahul Jannah  
134211017

**THE INFLUENCE OF GAMES BASED LEARNING MODEL ASSISTED BY  
ROMERE TEACHING AIDS ON ELEMENTARY SCHOOL STUDENTS'  
LEARNING ACTIVITY**

**ABSTRACT**

*This study aims to determine the effect of the Game Based Learning model assisted by Romere teaching aids on student learning activity. This study uses a quantitative approach with an experimental method type, namely Quasi Experimental Design with a Non-equivalent Control Group design form. The population in this study were all students of SDN Langensari 02 Ungaran Barat, students of class III A (as a control class) and students of class III B (as an experimental class). The data collection technique used was non-test, in the form of questionnaires (questionnaire sheets), observations (observation sheets), unstructured interviews (interview sheets), and documentation (photos/pictures). The data analysis technique used was the Independent Sample T-Test, and the Simple Linear Regression Test. The results of this study indicate that there is an effect of using the Game Based Learning model assisted by Romere teaching aids on student learning activity. This can be proven from the results of the Simple Linear Regression Test with a sig value of less than 0.05, namely  $0.001 < 0.05$ . So it can be concluded that there is an influence in the application of the Game Based Learning model assisted by Romere teaching aids on student learning activity. The results of the simple linear regression test also show the value of R square or  $R^2 = 0.401 = 40.1\%$  which means that the variable of the Game Based Learning learning model assisted by Romere teaching aids affects the variable of learning activity by 40.1% and the rest is influenced by other variables.*

**Keywords:** *Game Based Learning, learning activity, Romere*