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PENGARUH MODEL PEMBELAJARAN *GAME BASED LEARNING* BERBANTUAN MEDIA *SMART SNAKE LEDDER* TERHADAP KEMAMPUAN PEMAHAMAN KONSEP SISWA SEKOLAH DASAR

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh dari model pembelajaran *Game Based Learning* (GBL) berbantuan Media *Smart Snake Ladder* dalam meningkatkan pemahaman konsep matematika siswa kelas IV di SD Negeri Gedanganak 03. Masalah utama yang diidentifikasi adalah rendahnya pemahaman konsep pada siswa. Penelitian ini menggunakan pendekatan kuantitatif, dengan populasi seluruh siswa kelas IV dan sampel diambil dari kelas IVA sebagai kelompok eksperimen dan kelas IVB sebagai kelompok kontrol. Data dianalisis menggunakan uji statistik, termasuk uji normalitas, homogenitas, independent sample t-test, dan regresi linear. Hasil penelitian menunjukkan bahwa: (1) Terdapat perbedaan pemahaman konsep siswa melalui model pembelajaran *Game Based Learning* (GBL) berbantuan media *Smart Snake Ledder* kelas IV SD Negeri Gedanganak 03. Hal ini dibuktikan dengan taraf signifikansi < 0,05 yaitu 0,000 < 0,05. Sehingga dapat disimpulkan bahwa ada perbedaan yang signifikan antara kelas eksperimen dan kontrol. Rata rata nilai untuk kelas eksperimen 89.29 dimana lebih tinggi dibandingkan dengan rata-rata kelas kontrol yang hanya 77,43. (2) Terdapat pengaruh penggunaan model pembelajaran GBL (*Game Based learning*) berbantuan Media *Smart Snake Ledder* terhadap kemampuan pemahaman konsep siswa. Hal ini dibuktikan dengan nilai Sig. = 0,000 < 0,05. Selain itu nilai R Square = 0,820, yang menunjukkan bahwa terdapat pengaruh model GBL (*Game Based learning*) berbantuan Media *Smart Snake Ledder* terhadap pemahaman konsep siswa sebesar 82%.

Kata kunci: *Game Based Learning*, *Smart Snake Ledder*, Pemahaman Konsep

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THE EFFECT OF GAME BASED LEARNING MODEL ASSISTED BY SMART SNAKE LADDER MEDIA ON ELEMENTARY SCHOOL STUDENTS CONCEPTUAL UNDERSTANDING

ABSTRACT

This study aims to determine the effect of the Game Based Learning (GBL) model assisted by Smart Snake Ladder Media on improving the mathematical concept understanding of fourth-grade students at SD Negeri Gedanganak 03. The main problem identified is the low conceptual understanding among students. This study uses a quantitative approach, with the population being all fourth-grade students and the sample taken from class IVA as the experimental group and class IVB as the control group. The data were analyzed using statistical tests, including normality tests, homogeneity tests, independent sample t-tests, and linear regression. The results of the study indicate that: (1) There is a difference in students' conceptual understanding through the Game Based Learning (GBL) learning model assisted by Smart Snake Ladder media in grade IV at SD Negeri Gedanganak 03. This is evidenced by a significance level < 0.05, namely 0.000 < 0.05. Therefore, it can be concluded that there is a significant difference between the experimental and control classes. The average score for the experimental class is 89.29, which is higher compared to the average score of the control class, which is only 77.43. (2) There is an effect of using the GBL (Game Based Learning) learning model assisted by Smart Snake Ladder media on students' conceptual understanding abilities. This is evidenced by a Sig. value = 0.000 < 0.05. In addition, the R Square value = 0.820, which indicates that the GBL (Game Based Learning) model assisted by Smart Snake Ladder media has an 82% effect on students' conceptual understanding.

Keywords: *Game Based Learning, Smart Snake Ledder, Conceptual Understanding*