PENGARUH PEMBELAJARAN MATEMATIKA BERBASIS MEDIA *GAME WORDWALL* TERHADAP MOTIVASI DAN PRESTASI BELAJAR SISWA KELAS XI SMAN 1 DENPASAR

Oleh

Ni Nyoman Trifabiolantini, NIM 2013011006

Jurusan Matematika

ABSTRAK

Penelitian ini bertujuan untuk melihat pengaruh media *Game Wordwall* terhadap motivasi dan prestasi belajar matematika di kelas XI SMA Negeri 1 Denpasar. Penelitian ini adalah jenis penelitian eksperimen semu dengan menggunakan desain *Posttest-Only Control Group Desain*. Populasi dalam penelitian ini adalah seluruh siswa kelas XI SMA Negeri 1 Denpasar tahun pelajaran 2023/2024 terdiri dari 13 kelas. Pengambilan sampel menggunakan teknik *cluster random sampling* untuk memperoleh 2 kelas sebagai sampel penelitian. Instumen penelitian ini berupa angket motivasi belajar siswa dan tes prestasi belajar siswa. Pencapaian data hasil tes pada penelitian ini dianalisis memakai uji MANOVA dengan bantuan SPSS versi 26. Sebelum dilaksanakan uji MANOVA dilaksanakan uji prasayarat uji normalitas multivariat, uji homogenitas varian, uji homogenitas covarian, dan uji korelasi. Hasil analisis terhadap motivasi belajar siswa menunjukkan rata-rata skor motivasi belajar siswa dari kelompok eksperimen 71,32, sedangkan rata-rata skor motivasi belajar siswa dari kelompok kontrol 67,95. Kemudian analisis terhadap prestasi belajar siswa menunjukkan rata-rata skor prestasi belajar siswa dari kelompok eksperimen 77,79, sedangkan rata-rata skor prestasi belajar siswa dari kelompok kontrol 70,46. Uji perbedaan motivasi dan prestasi belajar matematika siswa kelompok eksperimen dan kontrol menghasilkan nilai signifikansi *Pilla's Trace*, *Wilks'Lambda*, *Hotelling'Trace*, *Roy's Lagest Root* $0,000 < 0,050$, uji secara parsial media *Game Wordwall* terhadap motivasi menghasilkan nilai signifikansi $0,048 < 0,050$ dan uji secara parsial media *Game Wordwall* terhadap prestasi menghasilkan nilai signifikansi $0,000 < 0,050$. Oleh karena itu, penerapan media *Game Wordwall ke* dalam pembelajaran matematika memberikan dampak positif yang signifikan terhadap motivasi dan prestasi belajar siswa selama aktifitas pembelajaran matematika.

Kata kunci: *Game Wordwall*, Motivasi Belajar, Prestasi, Belajar

THE EFFECT MATH LEARNING BASED ON WORDWALL GAME MEDIA ON MOTIVATION AND LEARNING ACHIEVEMENT OF XI GRADE STUDENTS SMAN 1 DENPASAR

By

Ni Nyoman Trifabiolantini, NIM 2013011006

Mathematics Department

ABSTRACT

The study aims to dertermine the media's inpack on learning achievement in learning mathematics in class xi of sma negeri 1 denpasar. This research is a type quasi experimental research using a posttest only control group design. The population in thi study were all class XI students of SMA Negeri 1 Denpasar in 2023/2024 consisting of 13 class. Sampling used the cluster random sampling teknique to obtain 2 class for researh samples. The instruments of this researh are student mathematics learning motivation quistionnaires and student mathematics learning achievement test. The data obtained from the test results in this study were analyzed using the manova test with the help of spss version 26. Before carrying out the MANOVA test, the prerequisite tests were carried out for the multivariate normal test, homogeneity of variance test, and correlation test. The results of analysis of student learning motivation showed that the average student learning motivation score from the experimental group was 71,32, while the average student learning motivation score from the control group was 67,95. Then analysis of student achievement showed that the average scor from the experimental group was 77,79, while the group was 70,46. The test of diffrences in motivation and mathematics learning achievement of experimental and control group students produced significant values of Pilla's Trace, Wilks' Lambda, Hottelling Trace, Roy's Latest root 0,000 < 0.050, parsial test of wordwall game media on motivation produced a significant value of 0.048 < 0.050 and parsial test wordwall game media on achievment produces a significant value of 0.000 < 0.050. Thus the application of wordwall game media in the mathematics learning process has a significant positive influence on students' motivation and learning achievement during the mathematics leaning proscess

Keywords: *Game Wordwall, Learning Motivation, Achievement Learning*