

**PENERAPAN MODEL *GAMES BASED LEARNING* BERBANTUAN  
MEDIA *INDEX CARD MATCH* TERHADAP *CRITICAL THINKING*  
*SKILLS* SISWA DALAM PEMBELAJARAN GEOGRAFI PADA  
SMA/MAN EGERI DI KECAMATAN GEROKGAK**

Oleh

**Iskandar, NIM 2014031012  
Jurusan Geografi**

**ABSTRAK**

Pembelajaran yang diterapkan selama ini dalam pembelajaran geografi berimplikasi pada rendahnya *Critical Thinking Skills* siswa sehingga inovasi pembelajaran penting dilakukan. Penelitian ini bertujuan untuk (1) menganalisis penerapan model GBL berbantuan media ICM dalam pembelajaran geografi, (2) menganalisis *Critical Thinking Skills* siswa setelah diterapkannya model GBL berbantuan media ICM dalam pembelajaran geografi, (3) menganalisis signifikansi penerapan model GBL berbantuan media ICM terhadap *Critical Thinking Skills* siswa dalam pembelajaran geografi. Penelitian ini didesain sebagai penelitian eksperimen (eksperimen semu) dengan *Non-equivalent Control Group Design*. Sampel penelitian ditentukan dengan *Multistage Random Sampling*. Hasilnya menetapkan MAN Negeri Buleleng sebagai sekolah sampel dan dengan Teknik undian memilih Kelas X B sebagai kelas eksperimen dan Kelas X D sebagai kelas kontrol. Data dikumpulkan menggunakan metode observasi dan pencatatan dokumen yang selanjutnya dianalisis secara deskriptif dan inferensial (*Paired Sample T-test*). Hasil penelitian ini menunjukkan bahwa: (1) model GBL berbantuan media ICM dapat diterapkan dalam pembelajaran geografi dengan kriteria "sangat baik", (2) *Critical Thinking Skills* siswa setelah diterapkannya model GBL berbantuan media ICM dalam pembelajaran geografi meningkat sebesar 23,16% (3) terdapat perbedaan *Critical Thinking Skills* Siswa secara signifikan antara kelompok eksperimen yang menerapkan dan kelompok kontrol yang tidak menerapkan model GBL berbantuan media ICM dalam pembelajaran geografi ( $\text{sig} .000 < 0,05$ ).

**Kata Kunci :** *Games Based Learning, Index Card Match, Critical Thinking Skills, Pembelajaran Geografi.*

**THE APPLICATION OF GAMES BASED LEARNING MODEL  
ASSISTED BY INDEX CARD MATCH MEDIA TO STUDENTS'  
CRITICAL THINKING SKILLS IN LEARNING GEOGRAPHY AT  
SENIOR HIGH SCHOOL/MAN EGERI IN GEROKGAK SUB-DISTRICT**

Oleh

**Iskandar, NIM 2014031012  
Jurusan Geografi**

**ABSTRAK**

The learning applied so far in geography learning has implications for the low Critical Thinking Skills of students so that learning innovation is important. This study aims to (1) analyze the application of GBL model assisted by ICM media in geography learning, (2) analyze students' Critical Thinking Skills after the application of GBL model assisted by ICM media in geography learning, (3) analyze the significance of the application of GBL model assisted by ICM media on students' Critical Thinking Skills in geography learning. This research was designed as an experimental research (pseudo experiment) with Non-equivalent Control Group Design. The research sample was determined by Multistage Random Sampling. The result determined MAN Negeri Buleleng as the sample school and by lottery technique chose Class X B as the experimental class and Class X D as the control class. Data were collected using observation and document recording methods which were then analyzed descriptively and inferentially (Paired Sample T-test). The results of this study indicate that: (1) GBL model assisted by ICM media can be applied in geography learning with "very good" criteria, (2) Critical Thinking Skills of students after the application of GBL model assisted by ICM media in geography learning increased by 23.16% (3) there is a significant difference in Critical Thinking Skills of Students between the experimental group that applies and the control group that does not apply GBL model assisted by ICM media in geography learning (sig .000 <0.05).

**Keywords:** Game-based Learning, Index Card Match, Critical Thinking Skills, Geography Learning.