

**PENGARUH MODEL *OPEN-ENDED* BERBANTUAN *GAME* EDUKASI
TERHADAP KEMAMPUAN PEMECAHAN MASALAH PADA
PEMBELAJARAN MATEMATIKA SISWA KELAS V DI SDN GUGUS
I GUSTI KETUT PUDJA DENPASAR SELATAN
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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *open-ended* berbantuan *game* edukasi terhadap kemampuan pemecahan masalah Matematika siswa kelas V di SDN Gugus I Gusti Ketut Pudja Kecamatan Denpasar Selatan tahun ajaran 2024/2025. Penelitian ini menggunakan desain penelitian eksperimen semu dengan rancangan desain penelitian *Non-Equivalent Post-Test Only Control Group Design* dan rancangan analisis data *Independent Sample T-Test*. Populasi dalam penelitian ini sebanyak 147 orang siswa dari 3 sekolah dasar negeri yang berbeda. Seluruh populasi disetarakan dengan uji Anava, setelah populasi dinyatakan setara, untuk pengambilan sampel ditentukan dengan teknik *Cluster Random Sampling* dan diperoleh kelompok eksperimen yaitu kelas V SD Negeri 3 Renon sebanyak 30 orang siswa dan kelompok kontrol yaitu kelas V SD Negeri 5 Panjer sebanyak 32 orang siswa. Metode pengumpulan data menggunakan tes berbentuk *essay*. Data hasil penelitian dianalisis dengan teknik analisis statistik inferensial menggunakan uji-T *Polled Varians*. Hasil analisis hipotesis diperoleh bahwa T_{hitung} lebih besar dari T_{tabel} , yaitu $5,14 > 2,00$ dengan dk penyebut yaitu 60 dan dk pembilang yaitu 1 pada $\alpha = 5\%$ sehingga H_0 ditolak dan H_1 diterima yaitu terdapat pengaruh yang signifikan kemampuan pemecahan masalah Matematika siswa yang dibelajarkan dengan model *open-ended* berbantuan *game* edukasi dan kemampuan pemecahan masalah Matematika siswa yang tidak dibelajarkan dengan model *open-ended* berbantuan *game* edukasi. Dengan demikian dapat disimpulkan bahwa model *open-ended* berbantuan *game* edukasi berpengaruh terhadap kemampuan pemecahan masalah Matematika siswa kelas V di SDN Gugus I Gusti Ketut Pudja Kecamatan Denpasar Selatan tahun ajaran 2024/2025.

Kata Kunci: *Open-Ended*, *Game* Edukasi, Kemampuan Pemecahan Masalah Matematika Siswa

***THE EFFECT OF OPEN-ENDED MODEL ASSISTED BY EDUCATIONAL
GAMES ON PROBLEM-SOLVING ABILITY IN MATHEMATICS
LEARNING OF GRADE V STUDENTS AT SDN GUGUS
I GUSTI KETUT PUDJA SOUTH DENPASAR
ACADEMIC YEAR 2024/2025***

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ABSTRACT

This study aims to determine the effect of open-ended model assisted by educational games on the problem-solving ability of Mathematics of grade V students at SDN Gugus I Gusti Ketut Pudja, South Denpasar District in the 2024/2025 academic year. This study uses a quasi-experimental research design with a Non-Equivalent Post-Test Only Control Group Design research design and an Independent Sample T-Test data analysis design. The population in this study was 147 students from 3 different public elementary schools. The entire population was equalized using the ANOVA test, after the population was declared equal, the sampling was determined using the Cluster Random Sampling technique and the experimental group was obtained, namely class V of SD Negeri 3 Renon as many as 30 students and the control group was class V of SD Negeri 5 Panjer as many as 32 students. The data collection method used an essay test. The research data were analyzed using inferential statistical analysis techniques using the Polled Variance T-test. The results of the hypothesis analysis showed that T_{count} was greater than T_{table} , which was $5.14 > 2.00$ with a denominator dk of 60 and a numerator dk of 1 at $\alpha = 5\%$ so that H_0 was rejected and H_1 was accepted, namely there was a significant influence on the problem-solving ability of students' Mathematics who were taught with an open-ended model assisted by educational games and the problem-solving ability of students' Mathematics who were not taught with an open-ended model assisted by educational games. Thus, it can be concluded that the open-ended model assisted by educational games has an effect on the mathematical problem-solving ability of fifth-grade students at SDN Gugus I Gusti Ketut Pudja, South Denpasar District in the 2024/2025 academic year.

Keywords: *Open-Ended, Educational Games, Students' Mathematical Problem-Solving Ability*