

**PENGARUH PENERAPAN MEDIA PEMBELAJARAN
QUIZIZZ TERHADAP HASIL BELAJAR SISWA SMA N 3
SINGARAJA BERDASARKAN GAYA BELAJAR**

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ABSTRAK

Penelitian ini membahas rendahnya hasil belajar geografi siswa yang disebabkan oleh kurangnya variasi media pembelajaran dan belum optimalnya penerapan gaya belajar. Tujuan penelitian ini adalah untuk menganalisis pengaruh media pembelajaran Quizizz terhadap hasil belajar geografi siswa SMA Negeri 3 Singaraja berdasarkan gaya belajar mereka. Metode penelitian yang digunakan adalah quasi experiment dengan desain nonequivalent control group design. Data dikumpulkan melalui kuesioner, observasi, tes, dan dokumentasi. Hasil penelitian menunjukkan bahwa penerapan media Quizizz meningkatkan hasil belajar siswa secara signifikan, terutama dalam mengakomodasi berbagai gaya belajar. Quizizz mampu mengakomodasi berbagai gaya belajar siswa melalui fitur-fitur yang sesuai dengan karakteristik masing-masing gaya belajar, seperti gaya belajar visual yang terakomodasi melalui tampilan menarik dan pemanfaatan fitur pilihan ganda, isian singkat, serta esai; gaya belajar kinestetik yang didukung dengan fitur jawaban menggambar atau penggunaan mode kertas saat menjawab kuis; serta gaya belajar auditori yang difasilitasi melalui fitur audio dan video untuk menyampaikan soal maupun jawaban. Simpulan dari penelitian ini adalah media Quizizz mampu meningkatkan hasil belajar geografi siswa secara signifikan dibandingkan yang tanpa menggunakan media pembelajaran. Penelitian ini memberikan saran bagi guru, sekolah, dan pengembang media untuk mendukung penggunaan media interaktif dalam pembelajaran.

Kata Kunci: Media Quizizz; Hasil Belajar; Gaya Belajar

***THE EFFECT OF THE IMPLEMENTATION OF QUIZIZZ LEARNING
MEDIA ON STUDENT LEARNING OUTCOMES OF SMA N 3 SINGARAJA
BASED ON LEARNING STYLES***

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ABSTRACT

This research discussed the low achievement in geography learning among students, caused by a lack of varied instructional media and suboptimal implementation of learning styles. The aim of this study was to investigate the effect of the Quizizz instructional medium on the geography learning outcomes of students at Senior High School 3 Singaraja, based on their individual learning styles. The research employed a quasi-experimental method with a nonequivalent control group design. Data were collected through questionnaires, observations, tests, and documentation. The findings indicate that the use of the Quizizz medium improves students' learning outcomes significantly, particularly by accommodating different learning styles. Quizizz is able to accommodate various student learning styles through features that suit the characteristics of each learning style, such as visual learning styles that are accommodated through an attractive display and the use of multiple-choice, short-fill-in, and essay features; kinesthetic learning styles that are supported by drawing answer features or the use of paper mode when answering quizzes; and auditory learning styles that are facilitated through audio and video features to convey questions and answers. It can be concluded that the Quizizz medium enhances the geography learning outcomes of students compared to those who did not use any instructional media. This research suggests that teachers, schools, and educational media developers should support the integration of interactive media in the learning process.

Keywords: Quizizz Media; Learning Outcomes; Learning Styles