

**PENGARUH MODEL PEMBELAJARAN VISUALIZATION, AUDITORY,
KINESTETIC (VAK) BERBANTUAN PERMAINAN LUDO UNTUK
MENINGKATKAN MINAT DAN HASIL BELAJAR SISWA PADA TOPIK
KEBHINEKAAN KELAS IV SD NEGERI 1 NAWAKERTI**

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ABSTRAK

Penelitian ini bertujuan untuk; (1) mengetahui pengaruh model pembelajaran *Visualization, Auditory, Kinesthetic* (VAK) berbantuan permainan Ludo terhadap minat belajar siswa, (2) mengetahui pengaruh VAK berbantuan permainan Ludo terhadap hasil belajar siswa, dan (3) mengetahui pengaruh simultan VAK berbantuan permainan Ludo terhadap minat dan hasil belajar siswa. Metode penelitian menggunakan pendekatan kuantitatif dengan rancangan *quasi experiment* berbentuk *non-equivalent control group design*. Subjek penelitian adalah siswa kelas IV SD Negeri 1 Nawakerti. Objek penelitian meliputi minat belajar dan hasil belajar siswa pada topik Kebhinekaan. Pengumpulan data dilakukan melalui observasi, kuesioner, dan tes. Analisis data menggunakan analisis deskriptif kuantitatif dan inferensial (uji normalitas, homogenitas, uji T, dan MANOVA). Hasil penelitian menunjukkan: (1) model VAK-Ludo berpengaruh signifikan terhadap minat belajar siswa ($t_{hitung} = 34,253$; $p = 0,000$; $\text{mean difference} = 26,583$), (2) berpengaruh signifikan terhadap hasil belajar siswa ($t_{hitung} = 14,474$; $p = 0,000$; $\text{mean difference} = 31,675$), dan (3) terdapat pengaruh simultan yang signifikan terhadap minat dan hasil belajar siswa ($\text{Wilks' Lambda} = 0,034$; $F = 676,753$; $p = 0,000$). Model VAK berbantuan permainan Ludo terbukti efektif meningkatkan minat dan hasil belajar siswa.

Kata Kunci: model pembelajaran VAK, permainan ludo, minat dan hasil belajar

***THE EFFECT OF THE VISUALIZATION, AUDITORY, KINESTETIC (VAK)
LEARNING MODEL ASSISTED BY THE LUDO GAME TO IMPROVE
STUDENTS' INTEREST AND LEARNING OUTCOMES ON THE TOPIC OF
DIVERSITY IN GRADE IV OF STATE ELEMENTARY SCHOOL 1 NAWAKERTI***

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ABSTRACK

This study aims to: (1) determine the effect of the Visualization, Auditory, Kinesthetic (VAK) learning model assisted by the Ludo game on students' learning interest, (2) determine the effect of VAK assisted by the Ludo game on students' learning outcomes, and (3) determine the simultaneous effect of VAK assisted by the Ludo game on students' learning interest and outcomes. The research method uses a quantitative approach with a quasi-experimental design in the form of a non-equivalent control group design. The research subjects were fourth-grade students of SD Negeri 1 Nawakerti. The research objects included students' learning interest and learning outcomes on the topic of Diversity. Data collection was carried out through observation, questionnaires, and tests. Data analysis used quantitative descriptive and inferential analysis (normality test, homogeneity test, T test, and MANOVA). The results of the study showed: (1) the VAC-Ludo model had a significant effect on students' learning interest (t count = 34.253; $p = 0.000$; mean difference = 26.583), (2) it had a significant effect on students' learning outcomes (t count = 14.474; $p = 0.000$; mean difference = 31.675), and (3) there was a significant simultaneous effect on students' interest and learning outcomes (Wilks' Lambda = 0.034; $F = 676.753$; $p = 0.000$). The VAK model assisted by the Ludo game was proven to be effective in increasing students' interest and learning outcomes.

Keywords: VAC learning model, ludo game, interest and learning outcomes