

**PENGARUH MODEL *GAME-BASED LEARNING* BERBANTUAN
QUIZIZZ TERHADAP MOTIVASI BELAJAR PENDIDIKAN PANCASILA
SISWA KELAS IV SD NEGERI GUGUS KOMPYANG SUJANA**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *Game-Based Learning* berbantuan *Quizizz* terhadap motivasi belajar Pendidikan Pancasila siswa kelas IV SD Negeri Gugus Kompyang Sujana. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian eksperimen semu (*quasi experiment*) dan desain *Nonequivalent Post-Test Only Control Group Design*. Populasi penelitian berjumlah 280 siswa kelas IV dari tujuh sekolah dasar, sedangkan sampel ditentukan menggunakan teknik *cluster random sampling*, yaitu 32 siswa SD Negeri 8 Peguyangan sebagai kelompok eksperimen dan 32 siswa SD Negeri 7 Peguyangan sebagai kelompok kontrol. Data dikumpulkan menggunakan kuesioner motivasi belajar dan dianalisis menggunakan statistik deskriptif serta statistik inferensial. Hasil uji prasyarat menunjukkan bahwa data berdistribusi normal dan homogen, sehingga pengujian hipotesis dilakukan menggunakan uji-*t pooled variance*. Hasil analisis menunjukkan bahwa nilai t_{hitung} sebesar 10,182 lebih besar daripada t_{tabel} sebesar 1,998 pada taraf signifikansi 5%, sehingga H_0 ditolak dan H_1 diterima. Penerimaan H_1 menunjukkan bahwa terdapat perbedaan yang signifikan motivasi belajar Pendidikan Pancasila antara siswa yang dibelajarkan menggunakan model *Game-Based Learning* berbantuan *Quizizz* dan siswa yang dibelajarkan menggunakan pembelajaran konvensional. Dengan demikian, model *Game-Based Learning* berbantuan *Quizizz* berpengaruh signifikan terhadap motivasi belajar Pendidikan Pancasila siswa kelas IV SD Negeri Gugus Kompyang Sujana.

Kata Kunci: *Game-Based Learning*, *Quizizz*, motivasi belajar, Pendidikan Pancasila.

***THE EFFECT OF THE GAME-BASED LEARNING MODEL ASSISTED BY
QUIZIZZ ON THE PANCASILA EDUCATION LEARNING MOTIVATION
OF FOURTH-GRADE STUDENTS AT PUBLIC ELEMENTARY SCHOOLS
IN THE KOMPYANG SUJANA CLUSTER***

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ABSTRACT

This study aimed to determine the effect of the Game-Based Learning model assisted by Quizizz on the Pancasila Education learning motivation of fourth-grade students at SD Negeri Gugus Kompyang Sujana. This study employed a quantitative approach using a quasi-experimental method with a Nonequivalent Post-Test Only Control Group Design. The population consisted of 280 fourth-grade students from seven elementary schools. The sample was selected using the cluster random sampling technique, resulting in 32 students from SD Negeri 8 Peguyangan as the experimental group and 32 students from SD Negeri 7 Peguyangan as the control group. Data were collected using a learning motivation questionnaire and analyzed using descriptive and inferential statistics. The prerequisite test results indicated that the data were normally distributed and homogeneous; therefore, hypothesis testing was conducted using the pooled variance t-test. The analysis showed that the calculated t value ($t_{count} = 10.182$) was greater than the critical t value ($t_{table} = 1.998$) at the 5% significance level, resulting in the rejection of H_0 and the acceptance of H_1 . The acceptance of H_1 indicates a significant difference in Pancasila Education learning motivation between students taught using the Game-Based Learning model assisted by Quizizz and those taught through conventional learning. Therefore, the Game-Based Learning model assisted by Quizizz had a significant effect on the Pancasila Education learning motivation of fourth-grade students at SD Negeri Gugus Kompyang Sujana.

Keywords: Game-Based Learning, Quizizz, learning motivation, Pancasila Education.