PENGARUH GAME "ADVENTURE ESCAPE FROM ANCIENT BALI" TERHADAP PRESTASI BELAJAR SISWA KELAS 3 PADA MATA PELAJARAN BAHASA BALI DI SD NEGERI 5 SUKASADA MENGGUNAKAN METODE PEMBELAJARAN GAME BASED LEARNING

Oleh

Ida Ayu Komang Wulandari, NIM 1515051088
Program Studi Pendidikan Teknik Informatika
Jurusan Teknik Informatika
Fakultas Teknik dan Kejuruan
Universitas Pendidikan Ganesha
Email: Dayuwulan075@gmail.com

ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) hasil belajar yang lebih tinggi antara siswa yang belajar dengan media Game "Adventure Escape From Ancient Bali" menggunakan metode Game Based Learning dengan siswa tanpa menggunakan media Game "Adventure Escape From Ancient Bali" menggunakan metode Game Based Learning, (2) mengetahui respon siswa setelah menggunakan media Game "Adventure Escape From Ancient Bali" menggunakan metode Game Based Learning pada mata pelajaran Bahasa Bali. Jenis penelitian ini adalah eksperimen semu (quasi experiment) dengan desain Posttest-Only Control Design. Populasi penelitian mencakup seluruh siswa kelas III SD Negeri 5 Sukasada pada semester ganjil tahun ajaran 2019/2020 berjumlah 26 orang. Hasil penelitian menunjukkan (1) bahwa terdapat hasil belajar yang lebih tinggi antara siswa yang belajar dengan media Game "Adventure Escape From Ancient Bali" menggunakan metode Game Based Learning dengan siswa tanpa menggunakan media Game "Adventure Escape From Ancient Bali" menggunakan metode Game Based Learning siswa kelas III SD Negeri 5 Sukasada. Hasil analisis uji-t memperoleh nilai $t_{hitung} = 8,167 > t_{tabel} = 2,390$ untuk dk sebesar 24 dengan taraf signifikan 5%. (2) respon siswa dari penerapan media Game "Adventure Escape From Ancient Bali" menggunakan metode Game Based Learning pada mata pelajaran Bahasa Bali adalah sangat positif dengan rata - rata skor yaitu 87,154

Kata Kunci : *Quasi Eksperimen, Adventure Escape From Ancient Bali, Bahasa Bali, Game Based Learning.*

THE EFFECT OF "ADVENTURE ESCAPE FROM ANCIENT BALI" GAME TOWARDS THE LEARNING ACHIEVEMENT IN BALI LANGUAGE SUBJECT IN SD N 5 SUKASADA THROUGH GAME BASED LEARNING

By :

Ida Ayu Komang Wulandari, NIM 1515051088

Informatics Engineering Education Program

Informatics Engineering

Faculty Of Engineering And Vacational

Ganesha Education University

Email: Dayuwulan075@gmail.com

ABSTRACT

This study aims to determine (1) the higher learning outcomes between the students who studied with the media Game "Adventure Escape From Ancient Bali" using the Game Based Learning method toward the students who studied without using the media Game "Adventure Escape From Ancient Bali" using the Game Based Learning method, (2) knowing the students' responses after using the media game "Adventure Escape From Ancient Bali" using the Game Based Learning method in Balinese subjects. This type of research is a quasi-experiment with a Posttest-Only Control Design. The study population included all the grade III students of SD Negeri 5 Sukasada in the first semester of the 2019/2020 school year which involved 26 people.The results showed (1) that there is the higher learning outcomes between students who studied with the media Game "Adventure Escape From Ancient Bali" using the Game Based Learning method toward the students who studied without using the media Game "Adventure Escape From Ancient Bali" using the Game Based Learning method on the third grade students of SD Negeri 5 Sukasada. The results of the t-test analysis obtained the value of $t_{hitung} = 8,167 > t_{tabel} = 2,390$ and for dk is 24 with a significance level of 5%. (2) the students' responses from the implementation of the game media "Adventure Escape From Ancient Bali" using the Game Based Learning method in Balinese subjects is very positive with an average score that 87,154.

Keywords : *Quasi Experiments, Adventure Escape From Ancient Bali,* Balinese subjects*, Game Based Learning.*