

ABSTRAK

PERSEPSI PESERTA DIDIK DAN GURU TERHADAP PENGGUNAAN GAME ONLINE DALAM REVIEW MATERI BIOLOGI KELAS XI MIPA SMA BOPKRI 1 YOGYAKARTA

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Penelitian ini dilatarbelakangi oleh menurunnya minat belajar peserta didik dalam kegiatan pembelajaran materi biologi. Penelitian ini bertujuan untuk menganalisis persepsi peserta didik dan guru terhadap penggunaan *game online* dalam kegiatan *review* materi biologi, khususnya di kelas XI MIPA SMA BOPKRI 1 Yogyakarta. Metode penelitian yang digunakan yaitu pendekatan kuantitatif dengan teknik pengumpulan data melalui wawancara, kuesioner dan studi dokumen. Analisis data menggunakan Kruskal-Wallis dan uji N-Gain. Subjek yang digunakan dalam penelitian ini yaitu peserta didik kelas XI MIPA dan satu guru mata pelajaran biologi.

Penggunaan *game online* dinilai efektif dalam meningkatkan minat belajar dan pemahaman materi biologi. Strategi permainannya yang berkelompok selama kegiatan *review* materi, memberikan pengaruh positif terhadap partisipasi dan keterlibatan aktif peserta didik. Nilai hasil belajar peserta didik banyak yang memperoleh di atas KKM sekolah. Peserta didik dan guru memiliki persepsi positif terhadap *game online*. *Game* yang digunakan terbukti mampu meningkatkan minat belajar dan membantu peserta didik memahami materi.

Kata kunci : *game online*, minat belajar, mata pelajaran biologi

ABSTRACT

STUDENTS' AND TEACHERS' PERCEPTIONS OF THE USE OF ONLINE EDUCATIONAL GAMES IN THE REVIEW OF BIOLOGY MATERIAL FOR CLASS XI MIPA SMA BOPKRI 1 Yogyakarta

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This research was motivated by the decline in students' interest in learning biology material. This research aims to analyze students' and teachers' perceptions of the use of online educational games in biology material review activities, especially in class XI MIPA SMA BOPKRI 1 Yogyakarta. The research method used is a quantitative approach with data collection techniques through interviews, questionnaires and document studies. The subjects used in this research were class XI MIPA students and one biology subject teacher.

The use of online educational games was considered effective in increasing interest in learning and understanding biological material. The strategy of playing in groups during material review activities had a positive influence on students' active participation and involvement. Many students' learning outcomes scores were above the school's KKM. Students and teachers had positive perceptions of online educational games. The games used were proven to be able to increase interest in learning and help students understand the material.

Keywords: game online, interest in learning, biology subject