

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN *GAME BASED LEARNING*, BERBASIS *WORDWALL*, UNTUK MENINGKATKAN HASIL BELAJAR SISWA PADA PELAJARAN SISTEM PEMBAYARAN KELAS X DI SMK YPKK 1 SLEMAN YOGYAKARTA

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Penelitian bertujuan untuk mengetahui efektivitas penerapan model pembelajaran *Game Based Learning* (GBL) berbasis *Wordwall* dalam meningkatkan hasil belajar siswa pada mata pelajaran sistem pembayaran. Jenis penelitian adalah penelitian tindakan kelas (PTK). PTK dirancang berdasarkan model Kemmis dan McTaggart (1988), yang terdiri atas dua siklus meliputi tahap perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian adalah siswa kelas X SMK YPKK 1 Sleman, Yogyakarta. Metode pengumpulan data adalah tes, observasi, dan wawancara. Teknik analisis data adalah kualitatif dan kuantitatif.

Hasil penelitian menunjukkan bahwa penerapan model GBL berbasis *Wordwall* meningkatkan hasil belajar siswa pada mata pelajaran sistem pembayaran (nilai rata-rata *post-test* dari 64,78 pada siklus I menjadi 85,22 pada siklus II; kenaikan nilai rata-rata *N-Gain* dari 0,3131 (kategori sedang) pada siklus I menjadi 0,5609 (kategori sedang) pada siklus II). Dengan demikian disimpulkan bahwa penerapan model GBL berbasis *Wordwall* efektif dalam meningkatkan hasil belajar siswa pada mata pelajaran sistem pembayaran.

Kata kunci: *Game Based Learning*, *Wordwall*, hasil belajar, system pembayaran

ABSTRACT

**IMPLEMENTATION OF THE GAME-BASED LEARNING MODEL, NAMELY
WORDWALL, TO IMPROVE STUDENT LEARNING OUTCOMES IN CLASS X
PAYMENT SYSTEMS
AT SMK YPKK 1 SLEMAN YOGYAKARTA**

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The study aims to determine the effectiveness of applying the Game Based Learning (GBL) model, namely Wordwall, in improving student learning outcomes in the subject of payment systems. The type of research is classroom action research (CAR). CAR is designed based on the Kemmis and McTaggart (1988) model, which consists of two cycles covering the stages of planning, implementation, observation, and reflection. The research subjects were 10th grade students at SMK YPKK 1 Sleman, Yogyakarta. The data collection methods were tests, observations, and interviews. The data analysis techniques were qualitative and quantitative.

The results showed that the application of the GBL model, namely Wordwall, improved student learning outcomes in the payment system subject (the average post- test score increased from 64.78 in cycle I to 85.22 in cycle II; the average score increase was N-Gain increased from 0.3131 (moderate category) in cycle I to 0.5609 (moderate category) in cycle II). Thus, it can be concluded that the application of the GBL model, namely Wordwall, is effective in improving student learning outcomes in the payment system subject.

Keywords: Game Based Learning, Wordwall, learning outcomes, payment system