

ABSTRAK

PENGARUH PEMBELAJARAN KOOPERATIF BERBANTUAN *GAME ONLINE* TERHADAP MOTIVASI DAN HASIL BELAJAR PADA MATERI SISTEM PERTAHANAN TUBUH DI SMA

Louis Pascal Saverio

NIM: 211434024

Program Studi Pendidikan Biologi

Perkembangan teknologi digital mendorong perlunya penerapan model pembelajaran inovatif dalam proses pembelajaran di sekolah. Penelitian ini bertujuan untuk mengetahui pengaruh pembelajaran kooperatif berbantuan game online terhadap motivasi belajar dan hasil belajar siswa pada materi Sistem Pertahanan Tubuh Manusia. Penelitian ini menggunakan metode kuasi eksperimen dengan desain *Static-Group Comparison* yang dilaksanakan pada semester genap tahun ajaran 2024/2025 di SMA BOPKRI 2 Yogyakarta. Subjek penelitian terdiri atas dua kelas, yaitu kelas eksperimen yang menerapkan pembelajaran kooperatif berbantuan game online menggunakan media interaktif *Quizizz* dan *Genially*, serta kelas reguler yang menggunakan model *discovery learning*.

Data penelitian meliputi motivasi belajar dan hasil belajar siswa yang dikumpulkan melalui angket skala Likert dan tes sumatif. Analisis data dilakukan menggunakan uji normalitas, uji homogenitas, dan uji-t dua sampel independen. Hasil penelitian menunjukkan bahwa hasil belajar siswa pada kelas eksperimen lebih tinggi dibandingkan kelas reguler. Sementara itu, motivasi belajar siswa tidak menunjukkan perbedaan yang signifikan secara statistik, meskipun secara deskriptif motivasi belajar siswa pada kelas eksperimen berada pada kategori lebih baik dan menunjukkan keterlibatan yang lebih aktif selama proses pembelajaran. Dengan demikian, pembelajaran kooperatif berbantuan *game online* efektif dalam meningkatkan hasil belajar siswa, namun belum menunjukkan pengaruh signifikan terhadap motivasi belajar secara statistik.

Kata kunci: pembelajaran kooperatif, *game online*, *Quizizz*, *Genially*, motivasi belajar, hasil belajar

ABSTRACT

**THE EFFECT OF COOPERATIVE LEARNING SUPPORTED BY ONLINE GAMES
ON MOTIVATION AND LEARNING OUTCOMES IN THE HUMAN DEFENSE
SYSTEM MATERIAL AT SENIOR HIGH SCHOOL**

Louis Pascal Saverio

NIM: 211434024

Biology Education Study Program

The development of digital technology has encouraged the implementation of innovative learning models in school learning processes. This study aimed to examine the effect of cooperative learning supported by online games on students' learning motivation and learning outcomes in the topic of the Human Defense System. The study employed a quasi-experimental method with a Static-Group Comparison design and was conducted during the even semester of the 2024/2025 academic year at SMA BOPKRI 2 Yogyakarta. The research subjects consisted of two classes: an experimental class that implemented cooperative learning supported by online games using interactive media Quizizz and Genially, and a regular class that applied the discovery learning model.

The research data included students' learning motivation and learning outcomes, which were collected using a Likert-scale questionnaire and a summative test. Data analysis was carried out using normality tests, homogeneity tests, and an independent samples t-test. The results showed that students' learning outcomes in the experimental class were higher than those in the regular class. Meanwhile, students' learning motivation did not show a statistically significant difference, although descriptively, the experimental class demonstrated a better category of learning motivation and more active engagement during the learning process. Therefore, cooperative learning supported by online games was effective in improving students' learning outcomes, but it did not show a statistically significant effect on learning motivation.

Keywords: cooperative learning, game online, Quizizz, Genially, learning motivation, learning outcomes