

ABSTRAK

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Penelitian ini bertujuan untuk mengetahui pengaruh game edukasi math online pro dan keefektifannya terhadap kemampuan berhitung siswa kelas II SDN 16 Tanjungpandan.

Metode yang digunakan dalam penelitian ini adalah kuantitatif dengan jenis penelitian ini Quasi Eksperimen desain Non Equivalent Control Group. Menggunakan dua kelas yakni kelas control dan eksperimen dengan pemberian perlakuan yang berbeda. Kelas control diberikan pembelajaran dengan game teka teki silang perkalian, sedangkan kelas eksperimen dengan game edukasi math online pro. Data yang diperoleh akan di analisis dengan uji statistika dengan menggunakan SPSS 22.

Hasil uji pengaruh game math online pro dalam uji wilcoxon menunjukkan media math online pro berpengaruh dengan kenaikan nilai siswa sebanyak 14 orang, penurunan nilai siswa sebanyak 6 orang, dan 6 orang lainnya dengan nilai tidak berubah. Selanjutnya hasil uji keefektifan game math online pro dalam uji mann whitney menunjukkan game math online pro efektif dengan selisih post test kelas eksperimen dan kontrol sebesar 10.77.

Kata Kunci : Game Edukasi, Math Online Pro.

ABSTRACT

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This study aims to determine the effect of online pro math educational games and their effectiveness on the numeracy skills of second grade students at SDN 16 Tanjungpandan.

The method used in this research is quantitative with this type of research Quasi Experiment design Non Equivalent Control Group. Using two classes, namely the control class and the experimental class with different treatments. The control class was given learning with multiplication crossword puzzle games, while the experimental class was taught with online pro math educational games. The data obtained will be analyzed by statistical tests using SPSS 22.

The results of the test for the effect of the online pro math game in the Wilcoxon test showed that the online pro math media had an effect on increasing the score of 14 students, decreasing the score of 6 students, and 6 others with unchanged scores. Furthermore, the results of the test of the effectiveness of the online pro math game in the mann whitney test showed that the pro online math game was effective with a post test difference between the experimental and control classes of 10.77.

Keywords: Educational Game, Math Online Pro.

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