

ABSTRAK

PENGARUH PENGGUNAAN APLIKASI WAYGROUND TERHADAP HASIL BELAJAR SISWA MATERI KLASIFIKASI MAKHLUK HIDUP KELAS VII SMPS SWADAYA TARUS

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Proses pembelajaran IPA Biologi di kelas VII SMPS Swadaya Tarus pada materi klasifikasi makhluk hidup masih didominasi oleh metode ceramah konvensional, kurang melibatkan keaktifan siswa, dan terbatas pada media cetak. Hal tersebut menyebabkan rendahnya motivasi dan partisipasi siswa, sehingga berdampak pada hasil belajar yang belum mencapai Kriteria Ketuntasan Minimal. Oleh karena itu, diperlukan inovasi pembelajaran melalui pemanfaatan media digital interaktif berbasis permainan seperti aplikasi *Wayground*. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan aplikasi *Wayground* terhadap hasil belajar siswa pada materi Klasifikasi Makhluk Hidup kelas VII SMPS Swadaya Tarus. Jenis penelitian ini adalah penelitian kuantitatif dengan pendekatan pra-eksperimen (*pre-experimental design*) menggunakan model *One Group Pretest-Posttest Design*. Populasi penelitian adalah seluruh siswa kelas VII SMPS Swadaya Tarus, dengan sampel sebanyak 25 siswa. Teknik pengumpulan data dilakukan melalui tes hasil belajar berupa *pre-test* dan *post-test*. Analisis data menggunakan uji non-parametrik *Wilcoxon Signed Rank Test* berbantuan IBM SPSS versi 20 karena data tidak berdistribusi normal. Hasil penelitian menunjukkan bahwa kemampuan awal (*pre-test*) siswa tergolong rendah dengan nilai rata-rata 54,92 dan persentase ketuntasan belajar hanya sebesar 24% (6 siswa tuntas). Setelah diberikan perlakuan menggunakan aplikasi *Wayground*, hasil belajar siswa (*post-test*) mengalami peningkatan yang signifikan dengan nilai rata-rata mencapai 85,36 dan persentase ketuntasan belajar meningkat menjadi 84% (21 siswa tuntas). Hasil uji *Wilcoxon Signed Rank Test* memperoleh nilai signifikansi sebesar 0,000, yang berarti nilai $p < 0,05$ sehingga H_0 ditolak dan H_1 diterima. Penggunaan aplikasi *Wayground* memberikan pengaruh positif dan signifikan terhadap hasil belajar siswa kelas VII SMPS Swadaya Tarus pada materi Klasifikasi Makhluk Hidup. Media interaktif ini terbukti efektif dalam meningkatkan keaktifan, fokus, dan motivasi belajar siswa.

Kata Kunci : *Wayground*, hasil belajar, klasifikasi makhluk hidup

Keterangan :

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ABSTRACT

THE EFFECT OF USING THE *WAYGROUND* APPLICATION ON STUDENTS' LEARNING OUTCOMES IN THE CLASSIFICATION OF LIVING THINGS MATERIAL FOR GRADE VII STUDENTS OF SMPS SWADAYA TARUS

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The learning process of Natural Science (Biology) for seventh-grade students at SMPS Swadaya Tarus on the classification of living things material was still dominated by conventional lecture methods, lacked student active involvement, and was restricted to printed media. This caused low student motivation and participation, resulting in learning outcomes that did not achieve the Minimum Completeness Criteria (KKM). Therefore, learning innovation is required by utilizing interactive game-based digital media, such as the *Wayground* application. This study aims to determine the effect of using the *Wayground* application on students' learning outcomes in the Classification of Living Things material for grade VII students of SMPS Swadaya Tarus. This study was a quantitative research with a pre-experimental design approach using the One Group *Pretest-Posttest* Design model. The population of this research was all seventh-grade students of SMPS Swadaya Tarus, with a sample consisting of 25 students. Data collection techniques were conducted through learning outcome tests in the form of pre-test and post-test. Data analysis used the non-parametric Wilcoxon Signed Rank Test assisted by IBM SPSS version 20 because the data were not normally distributed. The results showed that the students' initial ability (pre-test) was relatively low, with an average score of 54.92 and a mastery learning percentage of only 24% (6 students passed). After receiving treatment using the *Wayground* application, students' learning outcomes (post-test) experienced a significant increase, reaching an average score of 85.36, and the mastery learning percentage escalated to 84% (21 students passed). The Wilcoxon Signed Rank Test result obtained a significance value of 0.000, which means the p-value < 0.05, so that H0 was rejected and H1 was accepted. The use of the *Wayground* application has a positive and significant effect on the learning outcomes of seventh-grade students at SMPS Swadaya Tarus in the Classification of Living Things material. This interactive media is proven effective in increasing students' activity, focus, and learning motivation.

Keywords : *Wayground* , learning outcomes, classification of living things

Notes :

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