

ABSTRAK

Masalah dalam penelitian ini adalah hasil belajar peserta didik dalam pembelajaran IPA pada kelas VII SMP Negeri 5 Air Sugihan dikatakan masih dalam keadaan kurang memuaskan. Hal ini dapat dibuktikan melalui nilai ulangan harian peserta didik masih kurang, serta hasil angket analisis kebutuhan dan observasi awal serta wawancara guru mata pelajaran. Adapun tujuan penelitian ini adalah untuk mengetahui pengaruh *game* edukasi berbasis kartu bergambar terhadap hasil belajar dan *analytical skill* peserta didik pada materi klasifikasi makhluk hidup kelas VII SMP Negeri 5 Air Sugihan. Penelitian ini menggunakan pendekatan penelitian kuantitatif dengan metode eksperimen dalam bentuk *Pretest-Posttest Control Group Design* dengan menggunakan metode penelitian Quasi Eksperimen. Berdasarkan hasil analisis dan pengujian data perolehan nilai rata-rata peserta didik pada kelas eksperimen mencapai sebesar 84,3 dan kelas kontrol sebesar 52,8. Hal ini menunjukkan bahwa terdapat perbedaan yang signifikan antara rata-rata nilai sebelum perlakuan (*pre-test*) dengan rata-rata nilai setelah perlakuan (*post-test*). Selain itu, pembelajaran menggunakan Media *Game* Edukasi Berbasis Kartu Bergambar dapat meningkatkan *Analytical Skill* peserta didik untuk kelas eksperimen jika dibandingkan dengan kelas control ditunjukkan dengan hasil angket dengan perbedaan skor dari kelas eksperimen didapat rata-rata sebesar 33 sedangkan kelas kontrol sebesar 15,7. Berdasarkan hasil analisis dan pengujian data, dengan mengacu pada hasil penelitian, maka peneliti menyimpulkan bahwa terdapat pengaruh *Game* Edukasi Berbasis Kartu Bergambar Terhadap Hasil Belajar Dan *Analytical Skill* Peserta Didik Pada Materi Klasifikasi Makhluk Hidup Kelas VII SMP Negeri 5 Air Sugihan.

Kata Kunci : Media Pembelajaran, Game Edukasi Berbasis Kartu Bergambar, Hasil Belajar, *Analytical Skill*

ABSTRACT

The problem in this research is that the learning outcomes of students in science learning in class VII SMP Negeri 5 Air Sugihan are said to be still in an unsatisfactory state. This can be proven through students' daily test scores which are still lacking, as well as the results of needs analysis questionnaires and initial observations as well as interviews with subject teachers. The aim of this research is to determine the effect of picture card-based educational games on students' learning outcomes and analytical skills in class VII classification of living creatures at SMP Negeri 5 Air Sugihan. This research uses a quantitative research approach with experimental methods in the form of Pretest-Posttest Control Group Design using Quasi Experimental research methods. Based on the results of data analysis and testing, the average score for students in the experimental class reached 84.3 and the control class reached 52.8. This shows that there is a significant difference between the average score before treatment (pre-test) and the average score after treatment (post-test). Apart from that, learning using Educational Game Media Based on Picture Cards can improve the Analytical Skills of students for the experimental class when compared with the control class as shown by the results of the questionnaire with the difference in scores from the experimental class being obtained on average at 33 while for the control class it was 15.7. Based on the results of data analysis and testing, by referring to the research results, the researchers concluded that there was an influence of picture card-based educational games on learning outcomes and analytical skills of students on the Class VII Classification of Living Creatures material at SMP Negeri 5 Air Sugihan.

Keywords: Learning Media, Picture Card Based Educational Games, Learning Outcomes, Analytical Skills