

ABSTRAK

Rohman, Adella. 2025. Pengaruh Penggunaan Media Pembelajaran Digital Berbasis *Educaplay* Berbantuan *Riddle Game* Pada Pelajaran Pendidikan Pancasila Materi Mengenal Lambang Pancasila Terhadap Hasil Belajar Kognitif Siswa Kelas II di SDN Kademangan 2 Kota Probolinggo. Skripsi. Program Studi PGSD, FKIP Universitas Panca Marga. Pembimbing (I): Didit Yulian Kasdriyanto, S.Pd., M.Pd., Pembimbing (II): Ryzca Siti Qomariyah, S.Pd., M.Pd.

Kata Kunci: Hasil Belajar Kognitif, Media Pembelajaran Digital, *Educaplay*.

Penelitian ini dilakukan karena kurangnya pemanfaatan media pembelajaran digital sehingga pemahaman siswa terhadap materi pelajaran Pendidikan Pancasila masih rendah sehingga menyebabkan hasil belajar kognitif siswa pun menjadi rendah. Tujuan dari penelitian ini adalah untuk meningkatkan hasil belajar kognitif siswa melalui penggunaan media pembelajaran digital berbasis *educaplay* berbantuan *riddle game* pada mata pelajaran Pendidikan Pancasila kelas II di SDN Kademangan 2 Kota Probolinggo.

Metode yang digunakan dalam penelitian ini adalah metode kuantitatif dengan *one group pretest-posttest design*. Dalam penelitian ini dilakukan sebanyak dua kali pengukuran yaitu memberikan *pretest* sebelum dilakukan *treatment* dan *posttest* setelah dilakukan *treatment*. Sebelum memberikan *pretest* dan *posttest*, dilakukan suatu uji instrumen tes terlebih dahulu yang meliputi uji validitas, uji reliabilitas, uji daya pembeda soal, dan uji tingkat kesukaran soal. Teknik pengumpulan data penelitian ini meliputi observasi, tes, dan dokumentasi.

Sampel dalam penelitian ini yaitu siswa kelas II SDN Kademangan 2 sebanyak 27 siswa. Instrumen tes yang digunakan berbentuk pilihan ganda dengan jumlah 15 butir soal. Selain itu, terdapat lembar keterlaksanaan pembelajaran yang diisi oleh guru kelas II. Berdasarkan hasil penelitian, diperoleh hasil yaitu adanya peningkatan hasil belajar kognitif siswa yang signifikan yang dapat dilihat dari selisih rata-rata *pretest* dan *posttest* sebesar 19,22. Uji-T berpasangan (*paired sample t-test*) menghasilkan nilai *sig. (2-tailed)* adalah 0,000 dimana nilai tersebut lebih kecil dari 0,05 ($0,000 < 0,05$) yang dapat dikatakan bahwa H_0 ditolak dan H_1 diterima.

Hasil penelitian menunjukkan bahwa media pembelajaran digital berbasis *Educaplay* berbantuan *Riddle Game* pada pelajaran Pendidikan Pancasila materi mengenal lambang pancasila berpengaruh secara signifikan terhadap hasil belajar kognitif siswa kelas II di SDN Kademangan 2 Kota Probolinggo.

ABSTRACT

Rohman, Adella. 2025. The Effect of Using Educaplay-Based Digital Learning Media Assisted by Riddle Games in Pancasila Education Lessons Material on Recognizing the Pancasila Symbols on the Cognitive Learning Outcomes of Class II Students at SDN Kademangan 2 Probolinggo City. Skripsi. Program Studi PGSD, FKIP Universitas Panca Marga. Pembimbing (I): Didit Yulian Kasdriyanto, S.Pd., M.Pd., Pembimbing (II): Ryzca Siti Qomariyah, S.Pd., M.Pd.

Keywords: Cognitive Learning Outcomes, Digital Learning Media, Educaplay.

This research was conducted due to the lack of use of digital learning media so that students' understanding of the Pancasila Education subject matter is still low, causing students' cognitive learning outcomes to be low. The aim of this research is to improve students' cognitive learning outcomes through the use of educaplay-based digital learning media assisted by riddle games in class II Pancasila Education subjects at SDN Kademangan 2, Probolinggo City.

The method used in this research is a quantitative method with a one group pretest-posttest design. In this research, two measurements were carried out, namely giving a pretest before treatment and a posttest after treatment. Before giving the pretest and posttest, a test instrument test is carried out first which includes a validity test, reliability test, question discrimination test, and question difficulty level test. This research's data collection techniques include observation, tests, and documentation.

The sample in this research was 27 class II students at SDN Kademangan 2. The test instrument used is in the form of multiple choice with a total of 15 questions. Besides that, there is also a learning implementation sheet filled in by the class II teacher. Based on the research results, the results obtained were that there was a significant increase in students' cognitive learning outcomes which can be seen from the average difference between the pretest and posttest of 19.22. The paired sample t-test produces a sig value. (2-tailed) is 0.000 where the value is smaller than 0.05 ($0.000 < 0.05$) which can be said that H_0 is rejected and H_1 is accepted.

The results of the research show that Educaplay-based digital learning media assisted by Riddle Game in Pancasila Education lessons, the material on recognizing Pancasila symbols, has a significant effect on the cognitive learning outcomes of class II students at SDN Kademangan 2, Probolinggo City.