

ABSTRAK

Efektivitas Penggunaan Media *Board Game* terhadap Pemahaman Konsep Mata Pelajaran IPS

Penelitian ini dilatarbelakangi oleh pembelajaran IPS di SMPN 19 Bandung yang masih bersifat *teacher centered*. Sedangkan, mata pelajaran IPS sendiri merupakan mata pelajaran yang sarat akan muatan konsep dimulai konsep konkret hingga abstrak, maka pembelajaran IPS sudah seharusnya bersifat *student centered*, agar siswa dapat lebih aktif dalam proses belajar dan mampu menyusun sendiri berbagai konsep dalam struktur kognitifnya. Penelitian ini bertujuan untuk menguji efektivitas penggunaan media *board game* terhadap pemahaman konsep mata pelajaran IPS, dengan pendekatan kuantitatif. Adapun desain penelitian yang digunakan merupakan kuasi eksperimen dengan tipe *the non- equivalent, pretest-posttest*. Sampel dalam penelitian adalah kelas VIII-A sebagai kelas eksperimen yang diberi *treatment* menggunakan media *board game* dan VIII-B sebagai kelas kontrol yang tidak diberi *treatment*. Pengumpulan data dilakukan dengan tes objektif, serta wawancara yang dilakukan pada guru dan siswa di kelas eksperimen. Setelah data terkumpul, dilakukan analisis kuantitatif dengan melakukan uji hipotesis (uji-t) untuk mengetahui perbedaan pada kedua kelas. Hasil penelitian menunjukkan adanya perbedaan yang signifikan pemahaman siswa terhadap konsep IPS antara kelas eksperimen yang menggunakan media *board game* dengan kelas kontrol yang tidak menggunakan media *board game*. Dimana *N-gain pretest-posttest* pada kelas eksperimen lebih tinggi dibandingkan kelas kontrol. Sehingga dapat disimpulkan bahwa terdapat efektivitas media *board game* terhadap pemahaman konsep mata pelajaran IPS, serta media *board game* dapat dijadikan sebagai variasi dan bahan alternatif media dalam pembelajaran IPS.

Kata kunci : Media *board game*, pemahaman konsep.

ABSTRACT

The Effectiveness Of The Use Of Board Game Towards The Comprehension Of The Concept Of Social Science Subjects

This research was inspired by the learning activity in Social Science subjects in SMPN 19 Bandung which was still teacher-centered. The Social Science subject itself is a subject which compact with the content starting from the real one to the one which requires abstract thinking, it makes the Social Science a subject which needs to be student centered, so that the students can be more active during the learning process and be able to arrange their own concept in their cognitive structure. This research was aimed to examine the effectiveness of the use of board game media towards student's comprehension in the concept of social science subjects, using the quantitative approach. As for the research design used was a quasi experiment with the type of non-equivalent, pretest-posttest. The samples of this research were VIII-A class as the experimental class, was received treatment with the implementation of board game and VIII-B class as the control class, the one who did not receive the treatment. The data collection was carried out by using the objective tests and interviews which conducted to teachers and students in the experiment class. After the data was collected, the next step was analyzing the data quantitatively using hypothesis test (t-test) to investigate the difference between the two classes. The research result shows that there was a significant difference on students' comprehension toward the Social Science concept between the experimental class which received the implementation of board game media, and the control class which did not. It is proved by the N-gain of pretest-posttest in the experimental class was higher than the control class. From this result, it can be concluded that the use of board game media towards the comprehension of Social Science subject concept was proven to be effective. Moreover, the use of board game media is applicable to be an alternative media in Social Science learning activity.

Keyword: Board game media, concept comprehension.