

**THE EFFECT OF MONOPOLY GAME BASED LEARNING ON  
STUDENTS' CONCEPT MASTERY AND STUDENTS' MOTIVATION IN  
LEARNING INTERACTION OF LIVING THINGS AND ITS  
ENVIRONMENT**

RESEARCH PAPER

Submitted as requirement to Obtain Bachelor Degree of *Sarjana Pendidikan* in  
International Program on Science Education (IPSE) Study Program



Arranged by  
Vira Nurofiah  
1506496

**INTERNATIONAL PROGRAM ON SCIENCE EDUCATION  
FACULTY OF MATHEMATICS AND SCIENCE EDUCATION  
UNIVERSITAS PENDIDIKAN INDONESIA**

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Universitas Pendidikan Indonesia

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**SHEET OF LEGITIMATION**

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**By:**  
**Vira Nurofiah**  
**1506496**

**Approved and Authorized by,**

**Supervisor 1**



**Dr. Yayan Sanjaya, M.Si,**  
**NIP. 167112312001121001**

**Supervisor 2**



**Lilit Rusyati, S.Pd., M.Pd.**  
**NIP. 198704202012122001**

**Perceived by,**

**Head of International Program on Science Education Study  
Program**



**Dr. Eka Cahya Prima, S.Pd., M.T.**  
**NIP. 199006262014041001**

## DECLARATION SHEET

Hereby, I declare that every respect which is written in the research paper entitled “THE EFFECT OF MONOPOLY GAME BASED LEARNING ON STUDENTS’ CONCEPT MASTERY AND STUDENTS’ MOTIVATION IN LEARNING INTERACTION OF LIVING THINGS AND ITS ENVIRONMENT” is genuinely pure result of my own original ideas, efforts, research, work and not a copy or plagiarized from other papers. The opinions or findings of others which are contained in this research paper have been quoted or referenced based on scientific code of conduct and accordance with an ethical science that is applied in scholarly society. This declaration is created truthfully and consciously when subsequently it is violation towards scientific ethics, or if there is a claim of any others towards the authenticity of this research paper, I am willing to responsible and accept academics sanctions correspond to applicable rules.

Bandung, Agustus 2019  
Declarant,

Vira Nurofiah  
NIM. 1506496

# **THE EFFECT OF MONOPOLY GAME BASED LEARNING ON STUDENTS' CONCEPT MASTERY AND STUDENTS' MOTIVATION IN LEARNING INTERACTION OF LIVING THINGS AND ITS ENVIRONMENT**

Vira Nurofiah  
International Program on Science Education  
Universitas Pendidikan Indonesia

## **ABSTRACT**

This research aims to investigate The Effect of Monopoly Game Based Learning on Students' Concept Mastery and Students' Motivation in Learning Interaction of Living Things and Its Environment. The research method used in this research was quasi-experiment, involving experimental group and control group. The design used in this research is pre-test and post-test design. The sample was 29 students in 7<sup>th</sup> grade private school "X" in Bandung. The Students' Concept Mastery was measured using an objective test and given at the pre-test and post-test, while the Students' Motivation was measured using a Likert Scale according to the ARCS motivational questionnaire. The result of this research based on the analysis of the data, that the normalized gain in experimental class was 0.48 (categorized as medium level). Meanwhile in control class is 0.29 (categorized as low level) the statistical test shows that there is a significant difference between experimental class and control class after the implementation of the treatment. The Likert scale of motivation shows that most students have high motivation in Learning Interaction of Living Things and Its Environment after being taught by Monopoly Game Based Learning. Therefore, it is concluded that Monopoly Game Based Learning helped in enhance Students' Concept Mastery and gain Students' Motivation.

**Key words:** Monopoly Game Based Learning, Students' Concept Mastery, Students' Motivation, Interaction of Living Things and Its Environment.

**PENGARUH PEMBELAJARAN BERBASIS PERMAINAN MONOPOLY  
TERHADAP PENGUASAAN KONSEP SISWA DAN MOTIVASI SISWA  
DALAM MATERI INTERAKSI MAKHLUK HIDUP DAN  
LINGKUNGANNYA**

Vira Nurofiah  
International Program on Science Education  
Universitas Pendidikan Indonesia

**ABSTRAK**

Penelitian ini difokuskan pada penyelidikan tentang Pengaruh Pembelajaran Berbasis Permainan Monopoly terhadap Penguasaan Konsep dan Motivasi Siswa dalam materi Interaksi Makhluk Hidup dan Lingkungannya. Metode yang digunakan pada penelitian ini adalah Quasi-Experiment, terdiri dari kelas eksperimen dan kelas kontrol. Penelitian ini menggunakan desain pre-test dan post-test desain, sample penelitian ini melibatkan 29 siswa kelas 7 Sekolah Privat "X" di Bandung. Penguasaan Konsep Siswa diukur dengan menggunakan tes objektif pada pre-test dan post-test, sedangkan Motivasi Siswa diukur menggunakan Skala Likert berdasarkan ARCS kuesioner motivasi. Berdasarkan analisis data, hasil dari penelitian ini menunjukkan bahwa N-gain pada kelas eksperimen adalah 0.48 (dikategorikan sebagai level medium). Sedangkan di kelas kontrol adalah 0.29 (dikategorikan sebagai level rendah). Tes statistik menunjukkan bahwa terdapat perbedaan signifikan antara kelas eksperimen dan kelas kontrol setelah pengaplikasian Pembelajaran Berbasis Permainan Monopoly. Skala Likert pada Motivasi Siswa menunjukkan bahwa siswa memiliki motivasi yang tinggi dalam Pembelajaran Interaksi Makhluk Hidup dan Lingkungannya setelah Pembelajaran Berbasis Permainan Monopoly. Maka dari itu dapat disimpulkan bahwa Pembelajaran Berbasis Permainan Monopoly dapat membantu meningkatkan Penguasaan Konsep dan Motivasi Siswa.

**Kata Kunci:** Pembelajaran Berbasis Permainan Monopoly, Penguasaan Materi siswa, Motivasi Siswa, Interaksi Makhluk Hidup dan Lingkungannya.

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