

# **PENERAPAN *EXPERIENTAL LEARNING* BERBANTUAN *ADVENTURE GAME* UNTUK MENINGKATKAN PEMAHAMAN EKSTRAPOLASI SISWA PADA MATA PELAJARAN PEMOGRAMAN DASAR**

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## **ABSTRAK**

Abstrak — Penelitian ini bertujuan untuk a) mengetahui penerapan model pembelajaran *experiental learning* berbantuan *adventure game* b) mengetahui peningkatan pemahaman ekstrapolasi siswa setelah diterapkan model pembelajaran *experiental learning* berbantuan *adventure game* c) mengetahui respons tanggapan siswa setelah pembelajaran model *experiental learning* berbantuan *adventure game*. Subjek dari penelitian ini adalah siswa kelas X di SMK PU Negeri Bandung, yaitu kelas X TKJ 1 sebagai kelas eksperimen dan X TKJ 2 sebagai kelas kontrol. Metode penelitian yang digunakan dalam penelitian ini adalah *Quasi-Experimental Design* dengan *Nonequivalent Control Group Design*. Berdasarkan penelitian diperoleh data hasil *pretest* dan *posttest* yang diberikan kepada siswa setelah penerapan *experiental learning* menggunakan berbantuan *adventure game*. Nilai rata-rata *pretest* yang diperoleh untuk kelas eksperimen memiliki rata-rata nilai 40,8 dan kelas kontrol rata-rata nilai 42,9, sedangkan nilai rata-rata *posttest* yang diperoleh untuk kelas eksperimen memiliki rata-rata nilai 81,1 dan kelas kontrol rata-rata nilai 78,8. Dari uji prasyarat yang mencakup uji normalitas dan uji homogenitas, didapatkan hasil yang normal dan homogen pada tiap kelas. Selanjutnya pada pengujian hipotesis yang diolah dengan menggunakan uji-t, diperoleh hasil  $H_1$  diterima karena hasil  $t_{hitung} > t_{tabel}$  yaitu  $1,779 > 1,668$ . Sehingga dapat disimpulkan, terdapat perbedaan nilai rata-rata siswa antara pembelajaran menggunakan model pembelajaran *experiental learning* berbantuan *adventure game* dengan pembelajaran menggunakan model pembelajaran *experiental learning* secara konvensional. Hal ini juga dapat dilihat dari angket respon siswa sebesar 81,04% yang termasuk kedalam skala kategori sangat baik.

Kata kunci : *Experiental Learning, Adventure Game, Pemahaman Ekstrapolasi*

**IMPLEMENTATION OF THE EXPERIENTIAL LEARNING HELPED BY  
ADVENTURE GAME TO INCREASE COMPREHENSION STUDENT  
EXTRAPOLATION IN BASIC PROGRAMMING LESSONS**

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**ABSTRACT**

*Abstract — This study aims to: a) find out the application of adventure game helped by experiential learning model b) to know an increase in students' understanding of extrapolation after applied experiential learning model helped by adventure game c) to find out the response of students after learning with experiential learning model helped by adventure game. The subjects of this study were students of class X at SMK PU Negeri Bandung, namely the X TKJ 1 class as the experimental class and X TKJ 2 as the control class. The research method used in this study is Quasi-Experimental Design with Nonequivalent Control Group Design. Based on the research, the data obtained from the pretest and posttest given to students after the application of experiential learning using assisted adventure games. The average value of the pretest obtained for the experimental class has an average value of 40.8 and the control class has an average value of 42.9, while the average value of the posttest obtained for the experimental class has an average value of 81.1 and class control average value of 78.8. From the prerequisite test which included the normality test and homogeneity test, the results were normal and homogeneous in each class. Furthermore, in testing hypotheses that are processed using the t-test, H1 results are received because the results of  $t_{count} > t_{table}$  are  $1.779 > 1.668$ . So that it can be concluded, there are differences in the average value of students between learning using experiential learning models assisted by adventure games with learning using conventional learning learning models. This can also be seen from the student response questionnaire of 81.04% which is included in the category scale very well.*

*Keywords : Experiential Learning, Adventure Game, Comprehension Ekstrapolation.*