

ABSTRAK

Pembelajaran Fikih di MAS Jabal Nur yang kebiasaan belajarnya mencatat, mengerjakan latihan dan kurang melibatkan siswa secara aktif, sehingga minat belajar santriwan kelas X rendah dan berdampak pada keterlibatan santriwan di kelas. Tujuan penelitian ialah untuk mengetahui pengaruh model pembelajaran *Game Based Learning* dengan Media *Wordwall* terhadap minat belajar santriwan kelas X pada materi Fikih. Metode yang digunakan berupa pendekatan kuantitatif dengan desain *pre-experimental* tipe *one group pretest-posttest* dengan istilah lain untuk pengukuran angket minat belajar yaitu *presurvey-postservey* dilakukan pada 30 santriwan kelas X MAS Jabal Nur. Instrumen angket minat belajar telah diuji validitas isi oleh ahli dan validitas konstruk dengan nilai $r_{hitung} > r_{tabel}$, serta uji reliabilitas dengan nilai *Cronbach's Alpha* 0,751 yang termasuk kategori tinggi. Data dikumpulkan melalui angket dan lembar observasi, kemudian dianalisis menggunakan uji-t dengan bantuan SPSS versi 25. Hasil penelitian menunjukkan nilai t_{hitung} sebesar 12,01 lebih besar dari t_{tabel} 2,045 pada taraf signifikan 5% dengan nilai sig. $0,000 < 0,05$ sehingga H_0 ditolak dan H_a diterima. Hal ini berarti terdapat perbedaan signifikan antara minat belajar santriwan sebelum dan sesudah penerapan model *Game Based Learning* dengan media *Wordwall*. Hasil temuan diperkuat oleh observasi yang memperoleh persentase 93,05% dengan kategori “sangat tinggi”, terlihat dari antusiasme, keaktifan bertanya dan semangat siswa saat menggunakan fitur *Open the Box*. Temuan tersebut menunjukkan bahwa unsur kejutan, dan umpan balik langsung pada media *Wordwall* mampu mendorong keterlibatan santriwan dalam pembelajaran. Berdasarkan hasil tersebut dapat disimpulkan bahwa model pembelajaran *Game Based Learning* dengan media *Wordwall* mempengaruhi minat belajar santriwan kelas X pada materi Fikih di MAS Jabal Nur. Instrumen yang digunakan dinyatakan valid dan reliabel sehingga hasil penelitian dapat dipercaya. Media *wordwall* layak dijadikan alternatif metode pembelajaran yang interaktif dan menyenangkan serta disarankan bagi Guru Pelajaran Fikih untuk menerapkan sebagai variasi pembelajaran dan bagi peneliti selanjutnya untuk memperluas subjek serta variabel penelitian.

Kata Kunci: *Game Based Learning, Wordwall, Minat Belajar.*

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ABSTRACT

Fiqh learning at MAS Jabal Nur is does not involve students actively, so that the learning interest of class X students is low and has an impact on student involvement in class. The purpose of this study is to determine the effect of the Game Based Learning learning model with Wordwall Media on the learning interest of class X students on Fiqh material. The method used is a quantitative approach with a pre-experimental design of the one group pretest-posttest type with another term for learning interest, namely presurvey-postservey, conducted on 30 class X students of MAS Jabal Nur. The learning interest questionnaire instrument has been tested for content validity by experts and construct validity with a calculated r value $> r$ table, as well as a reliability test with a Cronbach's Alpha value of 0.751 which is included in the high category. Data were collected through questionnaires and observation sheets, then analyzed using a t -test with the help of SPSS version 25. The results showed a calculated t value of 12.01 greater than t table 2.045 at a significance level of 5% with a sig value, $0.000 < 0.05$ so that H_0 is rejected and H_a is accepted. This means that there is a significant difference between students' learning interest before and after the application of the Game Based Learning model with Wordwall media. The findings are strengthened by observations that obtained a percentage of 93.05% with a "very high" category, seen from the enthusiasm, activeness of asking questions and enthusiasm of students when using the Open the Box feature. These findings indicate that the element of surprise and direct feedback on Wordwall media can encourage student involvement in learning. Based on these results, it can be concluded that the Game Based Learning learning model with Wordwall media influences the learning interest of class X students in Fiqh material at MAS Jabal Nur. The instruments used are declared valid and reliable so that the results of the study can be trusted. Wordwall media is worthy of being an alternative interactive and fun learning method and is recommended for Fiqh Subject Teachers to apply as a learning variation and for further researchers to expand the subjects and research variables.

Keywords: *Game-Based Learning, Wordwall, Learning Interest.*

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