

ABSTRAK

Suci Ardila, 2026. *Pengaruh Media Quizizz terhadap Hasil Belajar Siswa pada Mata Pelajaran Pendidikan Agama Islam Kelas X di SMA Negeri 1 Samudera*. Skripsi, Program Studi Pendidikan Agama Islam, Fakultas Tarbiyah dan Ilmu Keguruan, Universitas Islam Negeri Sultanah Nahrasiyah Lhokseumawe.

Penelitian ini dilatarbelakangi oleh masih rendahnya hasil belajar peserta didik pada mata pelajaran Pendidikan Agama Islam (PAI) serta belum optimalnya pemanfaatan media pembelajaran digital dalam proses pembelajaran. Penelitian ini bertujuan untuk menguji pengaruh penggunaan media pembelajaran Quizizz terhadap hasil belajar peserta didik pada materi *Hakikat Mencintai Allah Swt., Khauf, Raja', dan Tawakal kepada-Nya* di kelas X SMA Negeri 1 Samudera. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian quasi experiment dan desain Nonequivalent Control Group Design. Sampel penelitian terdiri atas kelas X-3 sebagai kelas eksperimen dan kelas X-5 sebagai kelas kontrol. Pengumpulan data dilakukan melalui tes berupa pre test dan post test, sedangkan analisis data menggunakan statistik deskriptif dan statistik inferensial dengan bantuan SPSS. Hasil penelitian menunjukkan bahwa rata-rata nilai posttest kelas eksperimen sebesar 88,17, lebih tinggi dibandingkan kelas kontrol sebesar 80,00. Hasil uji normalitas menunjukkan bahwa data berdistribusi normal dan hasil uji homogenitas menunjukkan bahwa kedua kelompok memiliki varians yang homogen. Selanjutnya, hasil uji hipotesis menggunakan Independent Sample T-Test memperoleh nilai signifikansi (Sig. 2-tailed) sebesar $0,000 < 0,05$, sehingga H_0 ditolak dan H_a diterima. Dengan demikian, penggunaan media pembelajaran Quizizz berpengaruh secara signifikan terhadap hasil belajar peserta didik pada mata pelajaran Pendidikan Agama Islam kelas X di SMA Negeri 1 Samudera.

Kata kunci: Hasil Belajar, Media Pembelajaran, Pendidikan Agama Islam, Quizizz.

ABSTRACT

Suci Ardila, 2026. The Effect of Quizizz Media on Students' Learning Outcomes in Islamic Religious Education Subject for Grade X Students at SMA Negeri 1 Samudera. Undergraduate Thesis, Islamic Religious Education Study Program, Faculty of Tarbiyah and Teacher Training, Sultanah Nahrasiyah State Islamic University of Lhokseumawe.

This study was motivated by the low learning outcomes of students in the Islamic Religious Education (PAI) subject and the limited use of digital learning media in the teaching and learning process. The study aimed to determine the effect of using Quizizz as a learning medium on students' learning outcomes in the topic *The Essence of Loving Allah SWT, Khauf (Fear), Raja' (Hope), and Tawakal (Trust in Allah)* among tenth-grade students at SMA Negeri 1 Samudera. This study employed a quantitative approach using a quasi-experimental method with a Nonequivalent Control Group Design. The sample consisted of Class X-1 as the experimental group and Class X-5 as the control group. Data were collected through pretests and posttests and analyzed using descriptive and inferential statistics with the assistance of SPSS.

The results showed that the mean posttest score of the experimental group was 88.17, which was higher than that of the control group (80.00). The normality test indicated that the data were normally distributed, while the homogeneity test showed that the variances of the two groups were homogeneous. Furthermore, the hypothesis test using the Independent Samples t-Test yielded a significance value (Sig. 2-tailed) of $0.000 < 0.05$, indicating that H_0 was rejected and H_a was accepted. Therefore, it can be concluded that the use of Quizizz as a learning medium has a significant effect on students' learning outcomes in the Islamic Religious Education subject among tenth-grade students at SMA Negeri 1 Samudera.

Keywords: Islamic Religious Education, Learning Media, Learning Outcomes, Quizizz.