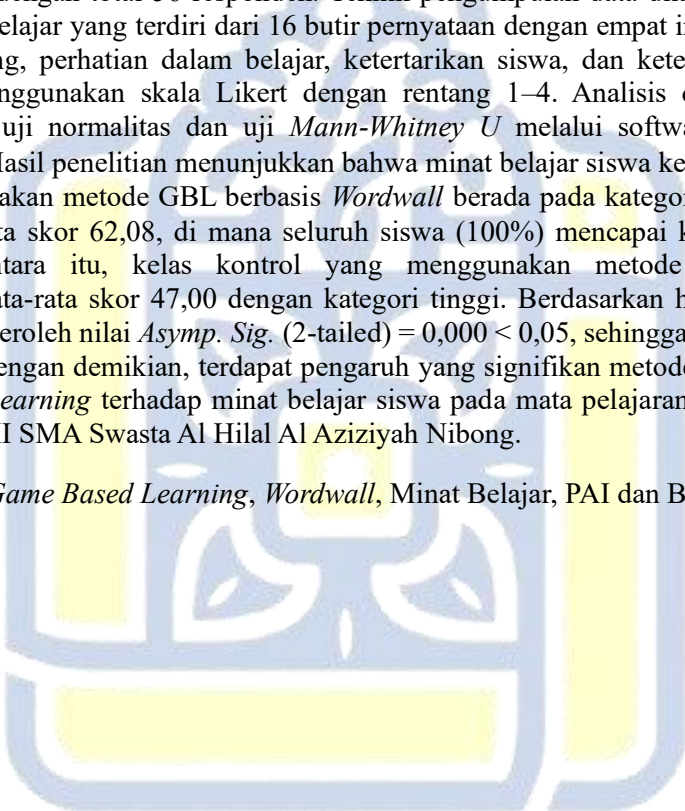


ABSTRAK

Rendahnya minat belajar siswa terhadap mata pelajaran Pendidikan Agama Islam (PAI) dan Budi Pekerti menjadi permasalahan yang ditemukan di SMA Swasta Al Hilal Al Aziziyah Nibong. Kondisi ini tercermin dari kurangnya partisipasi aktif, rendahnya ketertarikan terhadap materi, serta kecenderungan siswa bersikap pasif selama pembelajaran berlangsung. Penelitian ini bertujuan untuk mengetahui pengaruh metode pembelajaran *Game Based Learning* (GBL) berbasis aplikasi *Wordwall* terhadap minat belajar siswa pada mata pelajaran PAI dan Budi Pekerti kelas XI SMA Swasta Al Hilal Al Aziziyah Nibong. Penelitian ini menggunakan pendekatan kuantitatif dengan desain *quasi experiment*. Sampel penelitian terdiri dari 26 siswa kelas eksperimen dan 30 siswa kelas kontrol, dengan total 56 responden. Teknik pengumpulan data dilakukan melalui angket minat belajar yang terdiri dari 16 butir pernyataan dengan empat indikator, yaitu: perasaan senang, perhatian dalam belajar, ketertarikan siswa, dan keterlibatan siswa. Penskoran menggunakan skala Likert dengan rentang 1–4. Analisis data dilakukan menggunakan uji normalitas dan uji *Mann-Whitney U* melalui software *IBM SPSS Statistics 20*. Hasil penelitian menunjukkan bahwa minat belajar siswa kelas eksperimen yang menggunakan metode GBL berbasis *Wordwall* berada pada kategori sangat tinggi dengan rata-rata skor 62,08, di mana seluruh siswa (100%) mencapai kategori sangat tinggi. Sementara itu, kelas kontrol yang menggunakan metode konvensional memperoleh rata-rata skor 47,00 dengan kategori tinggi. Berdasarkan hasil uji *Mann-Whitney U*, diperoleh nilai *Asymp. Sig. (2-tailed)* = 0,000 < 0,05, sehingga H_0 ditolak dan H_a diterima. Dengan demikian, terdapat pengaruh yang signifikan metode pembelajaran *Game Based Learning* terhadap minat belajar siswa pada mata pelajaran PAI dan Budi Pekerti kelas XI SMA Swasta Al Hilal Al Aziziyah Nibong.

Kata Kunci: *Game Based Learning*, *Wordwall*, Minat Belajar, PAI dan Budi Pekerti.

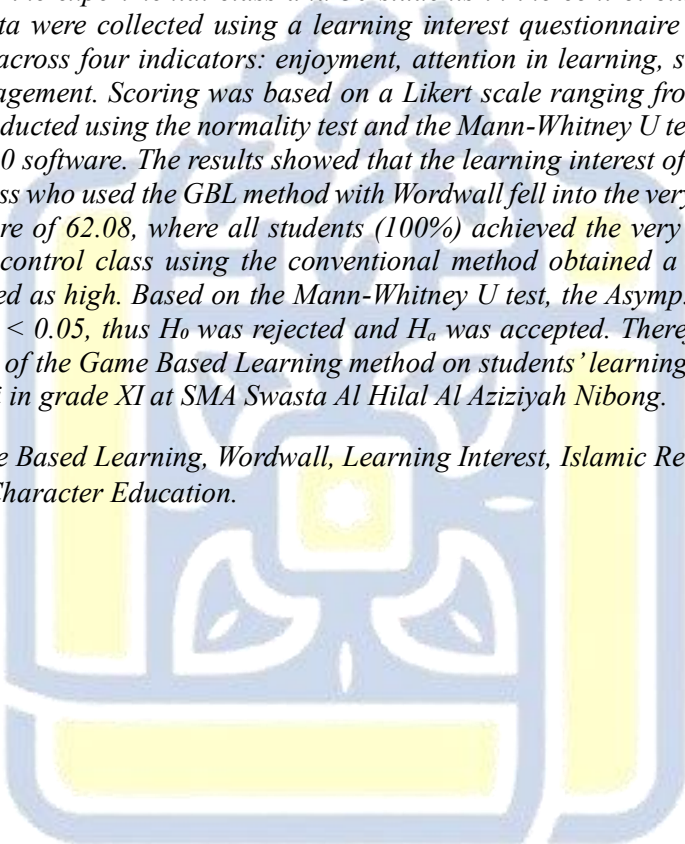


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ABSTRACT

Low student interest in the subject of Islamic Religious Education (PAI) and Character Education (Budi Pekerti) has been identified as a significant problem at SMA Swasta Al Hilal Al Aziziyah Nibong. This condition is reflected in the lack of active participation, low engagement with learning materials, and students' tendency to remain passive throughout the learning process. This study aims to determine the effect of the Game Based Learning (GBL) method using the Wordwall application on students' learning interest in PAI and Budi Pekerti in grade XI at SMA Swasta Al Hilal Al Aziziyah Nibong. This study employed a quantitative approach with a quasi-experimental design. The research sample consisted of 26 students in the experimental class and 30 students in the control class, totaling 56 respondents. Data were collected using a learning interest questionnaire comprising 16 statement items across four indicators: enjoyment, attention in learning, student interest, and student engagement. Scoring was based on a Likert scale ranging from 1 to 4. Data analysis was conducted using the normality test and the Mann-Whitney U test through IBM SPSS Statistics 20 software. The results showed that the learning interest of students in the experimental class who used the GBL method with Wordwall fell into the very high category with a mean score of 62.08, where all students (100%) achieved the very high category. Meanwhile, the control class using the conventional method obtained a mean score of 47.00, categorized as high. Based on the Mann-Whitney U test, the Asymp. Sig. (2-tailed) value was $0.000 < 0.05$, thus H_0 was rejected and H_a was accepted. Therefore, there is a significant effect of the Game Based Learning method on students' learning interest in PAI and Budi Pekerti in grade XI at SMA Swasta Al Hilal Al Aziziyah Nibong.

Keywords: *Game Based Learning, Wordwall, Learning Interest, Islamic Religious Education and Character Education.*



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