

ABSTRAK

SUSAN TIARA: Perbandingan Model *Game Based Learning* Berbantuan *Wordwall* dengan Model *Number Head Together* (NHT) terhadap Minat dan Hasil Belajar Kognitif Siswa Kelas X SMA Negeri 1 Simpang Mamplam. **Program Studi Pendidikan Kimia FKIP Universitas Malikussaleh, 2025.**

Penelitian ini bertujuan untuk mengetahui perbandingan model *Game Based Learning* berbantuan *Wordwall* dan model pembelajaran *Number Head Together* (NHT) terhadap minat dan hasil belajar kognitif siswa kelas X SMA Negeri 1 Simpang Mamplam tahun ajaran 2025/2026.

Penelitian ini menggunakan pendekatan kuantitatif. Jenis penelitian yang digunakan *Quasi Experimental Design*, dengan desain *Nonequivalent Control Group Design*. Populasi dalam penelitian ini adalah 106 orang kelas X IPAS dan sampel yang digunakan berjumlah 50 orang yang terdiri dari kelas X IPAS 3 yang berjumlah 27 orang sebagai kelas eksperimen 1 dan kelas X IPAS 1 yang berjumlah 23 orang sebagai kelas eksperimen 2. Teknik pengambilan sampel menggunakan *purposive sampling*. Data dalam penelitian ini diperoleh dari hasil tes dan angket. Teknik pengumpulan data yaitu tes berupa *pretest* dan *posttest* untuk mengumpulkan data hasil belajar kognitif dan non tes yaitu angket untuk mengumpulkan data minat belajar. Instrumen penelitian yang digunakan adalah soal *posttest* dan angket yang diberikan terhadap 2 kelas. Teknik Analisa data yaitu menggunakan uji normalitas menggunakan *Shapiro-Wilk*, uji homogenitas menggunakan uji *Levene*, dan uji hipotesis menggunakan uji *Independent sample t-test*.

Hasil penelitian menunjukkan bahwa data hasil uji *independent sample ttest* pada angket minat diperoleh nilai sig. (*2-tailed*) $0.016 < 0.05$. Pada hasil belajar kognitif diperoleh nilai sig. (*2-tailed*) sebesar $0.025 < 0.05$. Hal ini menunjukkan bahwa maka H_0 ditolak dan H_a diterima. Kesimpulannya yaitu terdapat perbedaan model *Game Based Learning* berbantuan *Wordwall* dan model pembelajaran *Number Head Together* (NHT) terhadap minat dan hasil belajar kognitif siswa kelas X SMA Negeri 1 Simpang Mamplam.

Kata Kunci: Model *Game Based Learning* (GBL), *Wordwall*, Model *Number Head Together* (NHT), Minat Belajar, Hasil Belajar Kognitif.

ABSTRACT

SUSAN TIARA: *Comparison of the Wordwall-Assisted Game-Based Learning Model with the Number Head Together (NHT) Model on the Interests and Cognitive Learning Outcomes of Grade X Students at SMA Negeri 1 Simpang Mamplam. Chemistry Education Study Program, Faculty of Teacher Training and Education, Malikussaleh University, 2025.*

This study aims to compare the Wordwall-Assisted Game-Based Learning model with the Number Head Together (NHT) learning model on the interests and cognitive learning outcomes of grade X students at SMA Negeri 1 Simpang Mamplam in the 2025/2026 academic year.

This study used a quantitative approach. The type of research used was a Quasi-Experimental Design, with a Nonequivalent Control Group Design. The population in this study was 106 students from grade X IPAs, and the sample used was 50 students: 27 students from grade X IPAs 3 as experimental class 1 and 23 students from grade X IPAs 1 as experimental class 2. The sampling technique used was purposive sampling. The data in this study were obtained from test results and questionnaires. Data collection techniques included pretests and posttests to collect cognitive learning outcomes, and non-tests, questionnaires to collect learning interest data. The research instruments used were posttest questions and questionnaires administered to two classes. Data analysis techniques included the Shapiro-Wilk normality test, the Levene's homogeneity test, and the independent sample t-test.

The results showed that the independent sample t-test for the interest questionnaire yielded a 2-tailed sig. $0.016 < 0.05$. For cognitive learning outcomes, the 2-tailed sig. $0.025 < 0.05$. This indicates that H_0 is rejected and H_a is accepted. The conclusion is that there are differences between the Game-Based Learning model assisted by Wordwalls and the Number Heads Together (NHT) learning model on the interests and cognitive learning outcomes of grade 10 students at SMA Negeri 1 Simpang Mamplam.

Keywords: *Game Based Learning (GBL) Model, Wordwall, Number Head Together (NHT) Model, Learning Interest, Cognitive Learning Outcomes.*