# ABSTRAK

**Dayen Andira Firamantika,** *Penggunaan Media Pembelajaran Teka-Teki Silang Berbasis Digital Untuk Meningkatkan Hasil Belajar IPS*: **Penelitian Tindakan di Kelas VIII-E SMPN 139 Jakarta. Skripsi. Jakarta : Program Studi Pendidikan Ilmu Pengetahuan Sosial, Fakultas Ilmu Sosial, Universitas Negeri Jakarta, 2020**.

Penelitian ini bertujuan untuk mengetahui apakah penggunaan media pembelajaran teka-teki silang berbasis digital dapat meningkatkan hasil belajar IPS dan keaktifan siswa kelas VIII-E SMPN 139 Jakarta semester II tahun ajaran 2019/2020 dari bulan Maret-Juni 2020 dengan jumlah siswa sebanyak 36 orang. Metode yang digunakan dalam penelitian adalah penelitian tindakan kelas (PTK) yang dilakukan secara kolaboratif dengan guru IPS SMPN 139 Jakarta. Penelitian ini dilakukan melalui 3 siklus, dan setiap siklusnya terdiri dari 4 tahap, terdiri dari: Perencanaan Tindakan, Pelaksanaan Tindakan, Observasi, dan Refleksi. Berdasarkan hasil dari tes hasil belajar terjadi peningkatan di setiap siklusnya. Siklus 1 sebesar 47% (17 siswa) memperoleh nilai hasil belajar di atas KKM 75, siklus 2 sebesar 64% (23 siswa) memperoleh nilai hasil belajar di atas KKM 75, dan siklus 3 sebesar 83% (30 siswa) memperoleh nilai hasil belajar di atas KKM 75. Penggunaan media teka-teki silang berbasis digital juga dapat meningkatkan keaktifan siswa. Persentase keaktifan yang diperoleh pada siklus 1 sebesar 15%, di siklus 2 mengalami peningkatan persentase keaktifan siswa menjadi 29%, dan di siklus 3 persentase keaktifan siswa lebih meningkat, yaitu sebesar 66%. Hasil penelitian ini menyimpulkan bahwa penggunaan media teka-teki silang berbasis digital dapat meningkatkan hasil belajar IPS dan keaktifan siswa kelas VIII-E SMPN 139 Jakarta.

Kata kunci: Penelitian Tindakan Kelas, *Teka-Teki Silang Berbasis Digital*, Hasil Belajar IPS, Keaktifan.

# ABSTRACT

**Dayen Andira Firamantika,** *The Use Of Digital Based Crossword Puzzles as a Learning Media to Increase the Social Studies Learning Results***: Research action in class VIII-E of 139 Junior High School Jakarta. Bachelor Thesis. Jakarta: Department of Social Science Education, Faculty of Social Science, State University of Jakarta, 2020.**

The purpose of this research to find out the use of digital based crossword puzzles as a learning media can increase the score results of social studies learning and activeness of 36 students in class VIII-E 139 junior high school, Jakarta, 2nd semester, education of year 2019/2020. This research has been completed started from March to June 2020. The method used in this research is Classroom Action Research (PTK) was conducted collaboratively with Social Sciences teachers at 139 Junior High School Jakarta. This research was conducted by 3 stages and each stages consists of: action planning, action implementation, observation, and reflection. Based on the results of the test, there was an increase in each stages. In the fisrt stages, 47% (17 students) obtained learning results above the minimum score which is 75. In the second stages, 64% (23 students) obtained learning results above the minimum  score which is 75. And in the last or third stages 83% (30 students) obtained learning results above the minimum  score which is 75. The use of digital crossword puzzles can also increase the students activity as well. Percentage of students  activity obtained in first stage was 15%. in second stages was increase to 29%. And in the third stages the precentage of students activity significantly increase up to 66%. The conlusion of this research is, the use of digital based crossword puzzles as a learning media can increase the learning results of Social Studies learning and increase the students activity in class VIII-E 139 Junior High School Jakarta.

Keywords: Classroom Action Research, Digital Based Crossword Puzzles, Social Studies Learning Results, Students Activity.