

**APPLICATION OF POWERPOINT-BASED  
EDUCATIONAL GAME LEARNING MEDIA  
IN IMPROVING THE STUDENTS' ACTIVENESS  
AND LEARNING RESULTS OF 5<sup>TH</sup> GRADE  
STUDENTS IN *AQIDAH AKHLAK* SUBJECT  
AT MI MIFTAHUL ULUM, DRIYOREJO, GRESIK,  
ACADEMIC YEAR 2024-2025**



By

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**DEPARTMENT OF ISLAMIC EDUCATION**

**FACULTY OF TARBIYAH**

**UNIVERSITY OF DARUSSALAM GONTOR**

**1446 H/2024 M**

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AKHLAK* SUBJECT AT MI MIFTAHUL ULUM, DRIYOREJO, GRESIK,  
ACADEMIC YEAR 2024-2025**

**A THESIS**

Presented

In Partial Fulfillment of Requirements

to Complete the Licentiate Program

Department of Islamic Education

Faculty of Tarbiyah

By

Lita Cahyaningtyas

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## ABSTRAK

### **PENERAPAN MEDIA PEMBELAJARAN GAME EDUKASI POWERPOINT DALAM MENINGKATKAN KEAKTIFAN SISWA DAN HASIL BELAJAR SISWA KELAS 5 PADA MATERI AQIDAH AKHLAK DI MI MIFTAHUL ULUM, DRIYOREJO, GRESIK TAHUN AJARAN 2024-2025**

**Lita Cahyaningtyas**

**422021118074**

Penelitian ini mengidentifikasi permasalahan rendahnya keaktifan dan hasil belajar siswa kelas 5 di MI Miftahul Ulum dalam mata pelajaran *Aqidah Akhlak*. Pembelajaran yang kurang interaktif dan minim inovasi media pembelajaran menyebabkan siswa kurang termotivasi untuk belajar secara aktif. Oleh karena itu, diperlukan pendekatan baru yang dapat menarik minat siswa selama proses pembelajaran.

Penelitian ini bertujuan untuk meningkatkan keaktifan dan hasil belajar siswa dengan menggunakan media pembelajaran berbasis *game* edukasi PowerPoint. Dengan pendekatan yang lebih interaktif, diharapkan siswa menjadi lebih antusias dan terlibat dalam kegiatan pembelajaran.

Metode yang digunakan adalah Penelitian Tindakan Kelas (PTK) dengan model Kemmis dan McTaggart, yang dilakukan dalam dua siklus. Setiap siklus terdiri dari tahap perencanaan, pelaksanaan, observasi, dan refleksi. Subjek penelitian adalah siswa kelas 5A MI Miftahul Ulum, dan instrument yang digunakan meliputi wawancara, observasi, tes, dan dokumentasi.

Hasil penelitian menunjukkan peningkatan yang signifikan pada keaktifan dan hasil belajar siswa. Pada siklus pertama, partisipasi siswa menunjukkan hasil 56%, dan pada siklus kedua meningkat menjadi 77%. Nilai rata-rata hasil belajar siswa juga meningkat dari 58,8 menjadi 82 setelah penerapan siklus kedua media pembelajaran berbasis *game* edukasi PowerPoint.

Saran untuk guru adalah untuk mempertimbangkan penggunaan media pembelajaran yang lebih interaktif seperti *game* edukasi PowerPoint guna meningkatkan keaktifan dan hasil belajar siswa. Pihak sekolah diharapkan mendukung penyediaan fasilitas yang diperlukan dalam penggunaan media ini. Untuk peneliti selanjutnya, disarankan melakukan pengembangan lebih lanjut pada media pembelajaran yang digunakan agar dapat diaplikasikan pada mata Pelajaran lainnya.

**Kata Kunci:** *Keaktifan Siswa, Hasil Belajar, Game Edukasi, PowerPoint, Aqidah Akhlak.*

## ABSTRACT

### APPLICATION OF POWERPOINT-BASED EDUCATIONAL GAME LEARNING MEDIA IN IMPROVING THE STUDENTS' ACTIVENESS AND LEARNING RESULTS OF 5<sup>TH</sup> GRADE STUDENTS IN *AQIDAH AKHLAK* SUBJECT AT MI MIFTAHUL ULUM, DRIYOREJO, GRESIK, ACADEMIC YEAR 2024-2025

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This research identifies the problem of low activeness and learning results among 5th-grade students at MI Miftahul Ulum in the *Aqidah Akhlak* subject. The lack of interactive and innovative learning media has decreased student motivation to participate actively in learning. Therefore, a new approach is required to attract students' interest during the learning process.

This study aims to improve students' activeness and learning results using PowerPoint-based educational game learning media. With a more interactive approach, students are expected to become more enthusiastic and involved in learning activities.

The research method used is Classroom Action Research (CAR) with the Kemmis and McTaggart model, conducted in two cycles. Each cycle consists of planning, action, observation, and reflection stages. The subjects of this study were 5th-grade students of MI Miftahul Ulum, with instruments including interviews, observations, tests, and documentation.

The study's results show a significant increase in students' activeness and learning results. In the first cycle, student participation showed 56%, and in the second cycle, it rose to 77%. The average score of students' learning results also improved from 58,8 to 82 after the second implementation of PowerPoint-based educational game learning media.

The suggestion for teachers is to consider using more interactive learning media, such as PowerPoint educational games, to improve students' activeness and learning results. The school administration is encouraged to support the necessary facilities for using this media. Future researchers are advised to further develop the learning media so it can be applied to other subjects.

**Keywords:** *Students' Activeness, Learning Results, Educational Game, PowerPoint, Aqidah Akhlak.*

DECISION OF SUPERVISOR

Honorable,  
**Dean of Faculty of Tarbiyah**  
**University of Darussalam Gontor**  
**Ponorogo**

*Bismillahirrahmanirrahim,*  
*Assalamu'alaikum wr. wb.*

It's my honor to present the thesis written by:

Name : Lita Cahyaningtyas  
Student Number : 42.2021.1.1.8074  
Title : Application of PowerPoint-Based Educational Game Learning  
Media in Improving the Students' Activeness and Learning  
Results of 5th Grade in Aqidah Akhlak Subject at MI Miftahul  
Ulum, Driyorejo, Gresik, Academic Year 2024-2025

I declare that this thesis has been processed and corrected to fulfil the requirement for the degree of Licentiate in the Faculty of Tarbiyah.

Therefore, I request that the thesis could be examined soon.

*Wassalamu'alaikum wr. wb.*

Ngawi, 09 Jumadal Ula 1446  
12<sup>th</sup> of November 2024

Supervisor,



**Dr. Cecep Sobar Rochmat, S.Th.I., M.Pd.I.**

DECISION OF DEAN

*Bismillahirrahmanirrahim*

*Assalamu 'alaikum wr. wb.*

The Faculty of Tarbiyah, University of Darussalam Gontor, Ponorogo Indonesia has been received a thesis written by:

Name : Lita Cahyaningtyas  
Student Number : 42.2021.1.1.8074  
Title : Application of PowerPoint-Based Educational Game Learning Media in Improving the Students' Activeness and Learning Results of 5th Grade Students in Aqidah Akhlak Subject at MI Miftahul Ulum, Driyorejo, Gresik, Academic Year 2024-2025

In partial fulfillment of the requirement for the degree of Licentiate of Islamic Education in the Faculty of Tarbiyah, academic year 1445-1446/2024-2025.

*Wassalamu 'alaikum wr. wb.*

Ngawi, 16<sup>th</sup> of Jumadil Akhir 1446 H  
19<sup>th</sup> of December 2024 M

Dean of Faculty of Tarbiyah,



**Dr. Agus Budiman, M.Pd.**

**DECISION OF THE TEAM**

The committee of thesis examination in partial fulfilment of the requirements for the degree of Licentiate in Islamic Education in the Faculty of Tarbiyah, University of Darussalam Gontor, Indonesia, declared that the thesis written by:

Name : Lita Cahyaningtyas  
Student Number : 42.2021.1.1.8074  
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Had been examined on 18<sup>th</sup> of December 2024

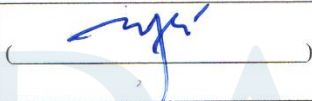
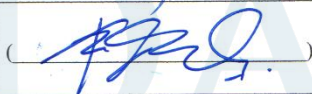
The board of examiners has decided to grant her passed in the thesis examination. Hence, she is eligible to be awarded the degree of Licentiate in Islamic Education in the Faculty of Tarbiyah.

Ngawi, 18<sup>th</sup> of Jumadil Akhir 1446  
20<sup>th</sup> of December 2024

Chairman,



**Dr. Cecep Sobar Rochmat, S.Th.I., M.Pd.I.**

1.	Moh Alwi Yusron, M.A.	
2.	Nur Indah Sari, M.Pd.	



**STATEMENT OF ORIGINALITY**

Hereby,

Name : Lita Cahyaningtyas  
Student Number : 42.2021.1.1.8074  
Title : Application of PowerPoint-Based Educational Game Learning  
Media in Improving the Students' Activeness and Learning Results  
of 5th Grade Students in Akidah Akhlak Subject at MI Miftahul  
Ulum, Driyorejo, in the Academic Year 2024-2025

I declare sincerely that this thesis originally belongs to my own work and does not belong to other researchers for different degrees. Furthermore, this thesis is not a work published before, except for some parts with their original references.

Otherwise, if it is found that this thesis contains plagiarism, I'm ready to be terminated academically.

Ngawi, 9 Jumadal Ula 1446 H

12 November 2024 M

Researcher



**Lita Cahyaningtyas**

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MOTTO

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

كُتِبَ عَلَيْكُمُ الْقِتَالُ وَهُوَ كُرْهُ لَكُمْ وَعَسَىٰ أَن تَكْرَهُوا شَيْئًا وَهُوَ خَيْرٌ لَّكُمْ وَعَسَىٰ

أَن تُحِبُّوا شَيْئًا وَهُوَ شَرٌّ لَّكُمْ وَاللَّهُ يَعْلَمُ وَأَنْتُمْ لَا تَعْلَمُونَ (سورة البقرة ٢١٦)

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## DEDICATION

In the name of Allah SWT, the Most Gracious, the Most Merciful, to whom I owe everything. His guidance and blessings have been my compass through every challenge, and I am forever grateful for the strength and wisdom He has bestowed upon me.

To my incredible family, especially my beloved parents, Agus Suwandi and Widyaning Astuty, your unconditional love, patience, and sacrifices have been the foundation of my journey. Thank you for believing in me when I struggled to believe in myself. To my lovely sister, Nadine Dwy'ashylla, your constant encouragement and the light you bring to my life have given me the courage to keep pushing forward.

This work is also dedicated to the teachers and staff of MI Miftahul Ulum, who ignited my passion for learning and instilled in me the values that continue to guide me. Your dedication has played a pivotal role in shaping who I am today.

To my cherished friends at the University of Darussalam Gontor, thank you for walking this journey with me. Your companionship and support have made this experience more meaningful and rewarding.

I extend my deepest gratitude to the Faculty of Tarbiyah for equipping me with knowledge, wisdom, and skills that have prepared me for the road ahead. Your guidance not only educated my mind but also nurtured my soul.

Lastly, I dedicate this to myself—for every late night, every challenge overcome, and every step taken toward this goal. I am proud of the perseverance that has brought me this far, and I pray for continued growth and strength in the future. May this work be a stepping stone to future achievements and a reminder to always strive for excellence, guided by faith, and determination.

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The researcher acknowledges that this research is far from perfect, and there are still many areas for improvement. Nonetheless, the researcher is deeply grateful for having been able to complete the project and hopes that the findings will provide benefits to both the researcher and others. Throughout the preparation of this final project, the researcher faced many challenges. However, thanks to the assistance, support, and collaboration of various parties, it was completed on time. Therefore, the researcher wishes to express sincere gratitude to the following individuals and institutions:

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2. The Rector of the University of Darussalam Gontor, Prof. Dr. K.H. Hamid Fahmy Zarkasyi, M.A. Ed., M.Phil.; Vice Rector I for Academic, Research, and Innovation, Dr. Abdul Hafidz Zaid, M.A.; Vice Rector II for Human Resources, and Institutional Development, Dr. Setiawan bin Lahuri, M.A.; Vice Rector III for Islamic Boarding School Affairs, Students Affairs,

Cooperation, and International Affairs, Dr. Khoirul Umam, M.Ec.; and Vice Rector IV for Finance, Assets, and Family Welfare, Royyan Ramdhani Djayusman, Ph.D., for their continuous motivation and leadership.

3. The Dean of the Faculty of Tarbiyah, Dr. Agus Budiman, M.Pd.; Vice Dean I for Academic and Student Affairs, Dr. Ihwan Mahmudi, S.H.I., M.Pd.; Vice Dean II for Finance, Dr. Azmi Zarkasyi, Lc., M.A.; and Vice Dean III for Research and Cooperation, Dr. Phill. Alif Cahya setiyadi, M.A., for their dedication and efforts in teaching and supporting the researcher.
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May Allah SWT reward all these individuals for their kindness and dedication, forgive their shortcomings, and grant them happiness and success in this world and the Hereafter. *Allahumma Aamiin.*

Ngawi, 17<sup>th</sup> of Rabiul Akhir 1446  
20<sup>th</sup> of October 2024

Yours sincerely,

**Lita Cahyaningtyas**