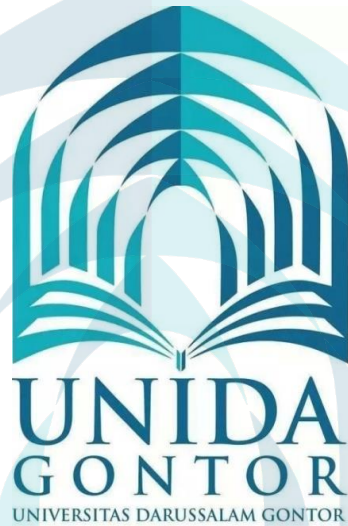


**THE EFFECT OF SERIOUS BOARD GAME LEARNING
MEDIA ON FIQH LEARNING OUTCOMES OF ASSALAAM
ISLAMIC BOARDING SCHOOL STUDENTS, SOLO.**



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2025

**THE EFFECT OF SERIOUS BOARD GAME LEARNING
MEDIA ON FIQH LEARNING OUTCOMES OF ASSALAAM
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THESIS

Presented to

University of Darussalam Gontor

In Fulfillment of Bachelor Degree

Department of Islamic Education

Faculty of Tarbiyah

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NIM. 42. 2021. 113. 146

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2025



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ABSTRAK

Pengaruh Media Pembelajaran *Serious Board Game* Terhadap Hasil Belajar Fiqih Siswa Pondok Pesantren Assalaam, Solo.

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Pendidikan memiliki peran penting dalam membentuk karakter dan kecerdasan peserta didik, termasuk dalam aspek keagamaan. Dalam pendidikan Islam, mata pelajaran Fiqih menjadi salah satu pilar utama dalam membimbing siswa untuk memahami hukum-hukum Islam yang berkaitan dengan ibadah dan muamalah. Namun, pembelajaran Fiqih di sekolah sering kali mengalami kendala, seperti metode pengajaran yang monoton dan minimnya penerapan praktis, sehingga menyebabkan rendahnya pemahaman siswa. Di Pondok Pesantren Modern As-Salam, Solo, metode ceramah yang dominan menyebabkan siswa kurang antusias, cenderung pasif, dan mengalami kesulitan dalam memahami materi Fiqih. Hal ini berdampak pada rendahnya hasil belajar, dengan rata-rata nilai di bawah Kriteria Ketuntasan Minimal (KKM). Untuk mengatasi permasalahan ini, diperlukan inovasi dalam metode pembelajaran yang dapat meningkatkan keterlibatan siswa secara aktif dan menyenangkan. Salah satu alternatif yang ditawarkan adalah penggunaan media *serious board game*, yang tidak hanya memberikan pengalaman belajar yang interaktif tetapi juga memungkinkan siswa menginternalisasi konsep fikih melalui simulasi dan strategi permainan.

Tujuan penelitian ini adalah untuk mengetahui pengaruh media pembelajaran *Serious Board Game* terhadap hasil belajar fiqih kelas 8 Pondok Pesantren Asssalaam, Solo.

Penelitian ini dilakukan dengan menggunakan metode penelitian dengan pendekatan kuantitatif jenis eksperimen dengan desain *nonequivalent Control group Design*. Populasi pada penelitian ini adalah siswa Pondok Pesantren Assalaam, dengan jumlah siswa sebanyak 290 siswa dengan sampel 50. Teknik sampling dalam penelitian ini menggunakan teknik penelitian *purposive sampling* atau *nonprobability sampling*. Metode pengumpulan data pada penelitian ini adalah tes untuk mendapatkan data hasil belajar siswa, dan metode dokumentasi untuk mendapatkan data tentang tempat penelitian. Adapun analisis data yaitu analisis deskriptif, uji prasyarat dengan uji normalitas dan homogenitas, serta uji hipotesis dengan menggunakan uji mann-whitney dengan SPSS 25.

Dari penelitian ini disimpulkan bahwa terdapat perbedaan hasil belajar siswa kelas eksperimen yang menggunakan media pembelajaran *serious board game*, dibuktikan dengan nilai perolehan rumus test sebesar sig (-2 Tailed) $0,047 < 0,05$ dan nilai rata-rata hasil belajar sebesar 82 lebih besar dari kelas kontrol dengan nilai rata-rata hasil belajar sebesar 72,8. Maka media pembelajaran *serious board game* pada materi fiqih terbukti berpengaruh pada hasil belajar fiqih siswa.

Berdasarkan kesimpulan, peneliti memberikan beberapa saran: (1) disarankan agar media *serious board game* dapat dipertimbangkan sebagai alternatif pembelajaran Fiqih dengan menyesuaikan materi dan indikator capaian. (2) Untuk kepala sekolah, diharapkan dapat memanfaatkan hasil penelitian ini untuk meningkatkan kualitas pendidikan serta mutu pendidik dan siswa

Kata Kunci: *Media Pembelajaran Serious Board Game, Hasil Belajar, Pendidikan Fiqih, Metode Eksperimen.*

ABSTRACT

The Effect of Serious Board Game Learning Media on Fiqh Learning Outcomes of As-salaam Islamic Boarding School Students, Solo.

Sri Ayu Diah Meylisa Putri

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Education has an important role in shaping the character and intelligence of students, including in religious aspects. In Islamic education, the subject of *fiqh* is one of the main pillars in guiding students to understand Islamic laws relating to worship and *muamalah*. However, *fiqh* learning in schools often experiences obstacles, such as monotonous teaching methods and lack of practical application, resulting in low student understanding. In Pondok Pesantren Modern As-Salam, Solo, the dominant lecture method causes students to be less enthusiastic, tend to be passive, and have difficulty in understanding *fiqh* material. This has an impact on low learning outcomes, with an average score below the Minimum Completion Criteria (KKM). To overcome this problem, innovation is needed in learning methods that can increase student involvement in an active and fun way. One alternative offered is the use of serious board game media, which not only provides an interactive learning experience but also allows students to internalize *fiqh* concepts through simulations and game strategies.

The purpose of this study was to determine the effect of Serious Board Game learning media on *fiqh* learning outcomes in grade 8 of Asssalaam Islamic Boarding School, Solo.

This research was conducted using a research method with a quantitative approach of experimental type with a nonequivalent control group design. The population in this study were Asssalaam Islamic Boarding School students, with a total of 290 students with a sample of 50. The sampling technique in this study used purposive sampling or non-probability sampling research techniques. The data collection method in this study was a test to obtain data on student learning outcomes, and the documentation method to obtain data about the research site. The data analysis is descriptive analysis, prerequisite tests with normality and homogeneity tests, and hypothesis testing using the mann-whitney test with SPSS 25.

From this study it is concluded that there are differences in the learning outcomes of experimental class students who use serious board game learning media, as evidenced by the test formula acquisition value of sig (-2 Tailed) $0.047 < 0.05$ and the average value of learning outcomes of 82 is greater than the control class with an average value of 72.8 learning outcomes. So the serious board game learning media on *fiqh* material is proven to have an effect on student *fiqh* learning outcomes.

Based on the conclusion, the researcher provides several suggestions: (1) It is suggested that the serious board game media can be considered as an alternative to *fiqh* learning by adjusting the material and achievement indicators. (2) For school principals, it is hoped that they can utilize the results of this study to improve the quality of education and the quality of educators and students.

Keywords: *Serious Board Game Learning Media, Learning Outcomes, Fiqh Education, Experimental*

THE DECISION OF THE SUPERVISOR

Honorable,
Dean of Faculty of Tarbiyah
University of Darussalam Gontor

*Bismillahirrahmanirrahim,
Assalamu'alaikum Wr. Wb.*

It is my honour to present the thesis written by:

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The Title : The Effect of Serious Board Game Learning Media
on Fiqh Learning Outcomes of Assalaam Islamic
Boarding School Students, Solo.

I declare that this thesis has been processed and coreccted to fulpill the requirementn for degree of Licentiate in the Faculty of Tarbiyah. Therefore, I request that the thesis could be examined soon.

Wassalamu'alaikum Wr. Wb.

Gontor, 9th of Sya'ban 1446
8th of February 2025

Advisor,



Dr. Ihwan Mahmudi, M.Pd

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THE DECISION OF THE DEAN

Bismillahirrahmanirrahim,

Assalamu'alaikum Wr. Wb.

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

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The Title : The Effect of Serious Board Game Learning Media
on Fiqh Learning Outcomes of Assalaam Islamic
Boarding School Students, Solo.

Partial fulfillment of the requirement for the degree of Licentiate in Islamic
Education in the Faculty of Tarbiyah, academic year 1444-1445/2023-2024.

Wassalamu'alaikum wr. Wb.

Gontor, 20th of Syawwal 1446
19th of April 2025

Dean of Faculty of Tarbiyah,


Dr. Agus Budiman, M.Pd.

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THE DECISION OF THE EXAMINERS TEAM

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

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Student Number : 42.2021.113.146
The Title : The Effect of Serious Board Game Learning Media
on Fiqh Learning Outcomes of Students of
Assalaam Islamic Boarding School, Solo.


Had been examined on March 5, 2025.


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

Gontor, 5th of Ramadhan 1446
5th of March 2025

Chairman,


Dr. Ihwan Mahmudi, M.Pd.

1. Al- Ustadz Dr. Agus Budiman, M. Pd. 

2. Al-Ustadz Ahmad Danis, M. Pd. 

STATEMENT OF ORIGINALITY

Hereby,

Name : Sri Ayu Diah Meylisa Putri
Student Number : 42.2021.113.146
Faculty : Tarbiyah
Department : Islamic Education
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Fiqh Learning Outcomes of Assalaam Islamic Boarding
School Students, Solo.

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

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

Gontor, 20th of Syawwal 1446
19th of April 2025

Researcher,



Sri Ayu Diah Meylisa Putri

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MOTTO

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

فَلَوْلَا نَفَرَ مِنْ كُلِّ فِرْقَةٍ مِّنْهُمْ طَائِفَةٌ لِّيَتَفَقَّهُوا فِي الدِّينِ وَلِيُنذِرُوا قَوْمَهُمْ إِذَا رَجَعُوا

122. : إِلَيْهِمْ لَعَلَّهُمْ يَحْذَرُونَ (التوبة)

"So why should there not be from each group among them a group of men to deepen their knowledge of religion (liyatafaqqahū fī ad-dīn) and to warn their people when they have returned to it, so that they may guard themselves?" QS. At-Taubah: 122)

(مَنْ يُرِدِ اللَّهُ بِهِ خَيْرًا يُفَقِّهْهُ فِي الدِّينِ (رواه بخاري ومسلم

"Whoever Allah wills to be good, He will make him understand religion." (HR. Bukhari and Muslim

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DEDICATION

With gratitude and humility, I dedicate this thesis to Allah Subhanahu wa Ta'ala, the Giver of Knowledge, who has bestowed grace, health, and ease in every step of my academic journey. Without His permission and help, all these efforts and struggles would not be fruitful.

I also dedicate this thesis with love and respect to my beloved parents, who never stop providing prayers, love, and support both morally and materially. They are the greatest source of inspiration in my life, who always teach me the meaning of patience, sincerity, and hard work. Every prayer and effort they poured out became a strength for me to keep going and complete this study to the best of my ability.

My sincere gratitude and dedication also go to the lecturers, especially the supervisors who have patiently and sincerely provided guidance, direction, and valuable knowledge in the process of preparing this thesis. Every advice and knowledge given will always be a valuable provision in my life journey ahead.

Not to forget, I also dedicate this thesis to my friends and comrades-in-arms who are always present to provide enthusiasm, motivation, and togetherness that is so meaningful in passing every academic challenge. Their support has become one of the pillars that strengthen me in facing various obstacles while completing this study.

Finally, I dedicate this thesis to my beloved alma mater, where I gain knowledge, develop, and find my identity. Hopefully this simple work can provide benefits to the academic world and become one small step in a broader journey of knowledge. I hope this thesis is not only a personal achievement, but also can inspire and benefit anyone who reads it. May Allah be pleased with every effort and make it an ever-flowing charity. Aameen.

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ACKNOWLEDGMENT



Alhamdulillah Wa Syukurulillah, the author would like to thank Allah SWT, because with His permission, the author was able to complete the final assignment (thesis) entitled " The Effect of Serious Board Game Learning Media on Learning Outcomes of Grade 8 Fiqh Material at Assalaam Islamic Boarding School, Solo.". May the words of Allahumma Sholli A'la Sayyidina Muhammad continue to be poured out on the prophet Muhammad SAW. May we all get his intercession in the afterlife.

This Final Assignment (Thesis) was prepared as one of the requirements for completing the Bachelor's Degree (S1) program in the Department of Islamic Religious Education, Faculty of Tarbiyah, Darussalam Gontor University.

The author realizes that the preparation of this thesis would not have been completed without help, guidance and direction from various parties. Therefore, on this occasion the author would like to thank:

1. The Headmasters of Modern Islamic Boarding School Darussalam Gontor: KH Hasan Abdullah Sahal, Prof. Dr. K.H. Amal Fathullah Zarkasyi, MA, K.H. M. Akrim Mariyat, Dipl.Ad.Ed, who has allowed the writer to study at the University of Darussalam Gontor.
2. The Rectors of the University of Darussalam Gontor: Assoc. Prof. Dr. KH. Hamid Fahmy Zarkasyi, M.Ed., M.Phil., and The Vice-Rectors of The University of Darussalam Gontor: Dr. Abdul Hafidz Zaid, M.A., Dr. Setiawan bin Lahuri, M.A., Assoc. Prof. Dr. Khoirul Umam, M.Ec., and Dr. Royyan Ramadhan Djayusman, Ph.d.
3. The Dean of Faculty of Tarbiyah, the University of Darussalam Gontor: Dr. Agus Budiman, M.Pd, The Vice Dean of Faculty of Tarbiyah, the University of Darussalam Gontor: Dr. Ihwan Mahmudi, M.Pd., Dr. Azmi Syukri Zarkasyi, M.A. and Heru Saiful Anwar, M.Pd. and The Head of Department of Islamic Education, Saiful Anwar, M.Pd. and the University of Darussalam Gontor for their teaching and support in my steps for writing this thesis.
4. My Supervisor, Dr. Ihwan Mahmudi, M.Pd, who always gave me great supervision and guidance all this time, and for helping all the process of this final task.

5. The Headmaster of Darussalam Gontor Modern Islamic Institution for Girls Second Campus, Moh Alwi Yusron, M.A, and The Vice Director of Islamic Teacher Training College for Girls Second Campus, Anwar Fathoni,
6. The Headmaster of Assalaam Boarding School, for supporting me to complete this undergraduate thesis.

Gontor, 20th of Syawwal 1446
19th of April 2025

Researcher,



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