

ABSTRACT

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“ANALYSIS OF KOOBITS INTERACTIVITY ON LEARNING MOTIVATION AND CRITICAL THINKING TO IMPROVE MATH LEARNING OUTCOMES AT GLOBAL PRESTASI ELEMENTARY SCHOOL BEKASI”

(xiv + 106 pages: 10 figures; 40 tables; 10 appendices)

This research analyzes the interactivity of Koobits on learning motivation, critical thinking, and to analyze Mathematics learning outcomes at SD Global Prestasi. This research uses a mixed-methods strategy of concurrent triangulation type, quantitative analysis using structural equation modeling-partial least squares (SEM-PLS) based on data from 104 respondents, and qualitative analysis conducted by semi-structured interviews with 10 respondents who are part of the respondents in the quantitative stage. The main focus was to analyze the effect of interactivity (INT) on learning motivation (MB), critical thinking (CT), learning outcomes (HB), the effect of learning motivation (MB) on learning outcomes (HB), and critical thinking (CT) on learning outcomes (HB). The results showed that INT had a significant positive effect on MB and CT, CT had a significant positive effect on HB. INT and MB had no significant effect on HB. The findings provide insights for the development of learning strategies at SD Global Prestasi, underscoring the importance of the learning model approach and teacher control in the implementation of the learning platform.

Keywords : Interactivity, Koobits, Learning Motivation, Critical Thinking,
Learning Outcome

References : 47 (2003-2024)

ABSTRAK

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“ANALISIS *INTERACTIVITY KOOBITS* TERHADAP MOTIVASI BELAJAR DAN *CRITICAL THINKING* UNTUK MENINGKATKAN HASIL BELAJAR MATEMATIKA DI SD GLOBAL PRESTASI BEKASI”

(xiv + 106 halaman: 10 gambar; 40 tabel; 10 lampiran)

Penelitian ini menganalisis *interactivity Koobits* terhadap motivasi belajar, *critical thinking*, untuk menganalisis hasil belajar Matematika di SD Global Prestasi. Penelitian ini menggunakan metode campuran bertipe *concurrent triangulation strategy*, analisis kuantitatif menggunakan *structural equation modeling-partial least squares (SEM-PLS)* berdasarkan data dari 104 responden dan analisis kualitatif dilakukan dengan wawancara semi terstruktur kepada 10 responden yang merupakan bagian dari responden pada tahap kuantitatif. Fokus utamanya adalah menganalisis pengaruh *interactivity* (INT) terhadap motivasi belajar (MB), *critical thinking* (CT), hasil belajar (HB), pengaruh motivasi belajar (MB) terhadap hasil belajar (HB), dan *critical thinking* (CT) terhadap hasil belajar (HB). Hasil penelitian menunjukkan bahwa INT berpengaruh positif signifikan terhadap MB dan CT, CT berpengaruh positif signifikan terhadap HB. INT dan MB tidak berpengaruh signifikan terhadap HB. Temuan ini memberikan wawasan bagi pengembangan strategi pembelajaran di SD Global Prestasi, menggarisbawahi pentingnya pendekatan model pembelajaran dan kontrol guru dalam implementasi platform pembelajaran.

Kata Kunci : *Interactivity, Koobits, Motivasi Belajar, Critical Thinking, Hasil Belajar*

Referensi : 47 (2003-2024)