

**PERSETUJUAN PEMBIMBING**

Skripsi yang berjudul : **“Pengaruh Penggunaan Multimedia Game  
Petualangan Dalam Limas (PDL) Berbasis Mobile Learning Terhadap Hasil  
Belajar Siswa Pada Kelas VIII SMP Negeri 1 Tilango”**

OLEH

**DIYANTI DOMILI**

**NIM 411 417 017**

Telah Diperiksa dan Disetujui Oleh


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**LEMBAR PENGESAHAN SKRIPSI**

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Oleh  
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Telah diperiksa dan disetujui

Hari/Tanggal : Jumat/18 Juni 2021

Waktu : 08.30 – 10.00 WITA

Tempat : Ujian Daring via Google Meet

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## ABSTRACT

**DIYANTI DOMILI**. Student ID Number 411 417 017. “The Impact of Using Mobile Learning-Based *Petualangan Dalam Limas* (PDL or Adventure in Pyramid) Game on Mathematics Learning Outcomes in Class VIII of SMP Negeri 1 Tilango”. UNDERGRADUATE THESIS. Gorontalo. Bachelor’s Degree Program in Mathematics Education, Department of Mathematics, Faculty of Mathematics and Natural Science, State University of Gorontalo, 2021.

The supervisors: **(1) Dr. Ismail Djakaria, M.Si. (2) Drs. Sumarno Ismail, M.Pd.**

This study is an experimental study aiming to determine the impact of using mobile learning-based *Petualangan Dalam Limas* (PDL) game on the students’ mathematics learning outcomes in class VIII of SMP Negeri 1 Tilango. The hypothesis in this study is the mobile learning-based *Petualangan Dalam Limas* (PDL) game impacts the students’ mathematics learning outcomes in class VIII of SMP Negeri 1 Tilango, Gorontalo District. The populations are the entire students in class VIII of SMP Negeri 1 Tilango whereas the samples are determined by applying simple random sampling where class VIII-2 which comprises 20 students is selected to be the experimental class. The class is taught by using the mobile learning-based *Petualangan Dalam Limas* (PDL) game while class VIII-3 which comprises 30 students is selected to be the control and this class is taught by using PowerPoint. This study uses a pretest-posttest control group and uses essays as the data collection technique. In the meantime, the inferential analysis in this study applies the ANACOVA test. The finding reveals that  $F^* = 10,361$  where after being compared to the value of  $F_{table} = F_{(0,05;1;37)} = 4,105$ , the value of  $F^* = 10,361 > F_{table} = 4,105$ , so that  $H_0$  is rejected. This finding confirms that the the mobile learning-based *Petualangan Dalam Limas* (PDL) game impacts the students’ mathematics learning outcomes.

**Keywords:** *Petualangan Dalam Limas* (PDL) Game, Multimedia, Learning Outcomes, Pyramid



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