ABSTRAK

Husaini, Lalu Muhammad Satar. 2026. *Pemanfaatan Game Quizizz pada Pembelajaran PAI untuk Meningkatkan Motivasi Belajar Siswa Kelas XI di SMA Pancasila Mojowarno*. Program Studi S-1 Pendidikan Agama Islam, Fakultas Tarbiyah IAI Al-Urwatul Wutsqo (IAI UW) Jombang. Achmad Abdul Munif, M.Pd.I.

Kata Kunci: *Game Quizizz,* Pembelajaran PAI, Motivasi Belajar.

Skripsi ini dilatarbelakangi oleh tiga faktor utama. Pertama, rendahnya motivasi belajar siswa pada mata pelajaran Pendidikan Agama Islam (PAI) yang berdampak pada kurang optimalnya proses pembelajaran. Kedua, perlunya penerapan media pembelajaran yang inovatif dan menarik agar siswa lebih aktif, antusias, serta tidak merasa jenuh selama mengikuti pembelajaran. Ketiga, masih terbatasnya pemanfaatan media pembelajaran berbasis teknologi, khususnya game edukatif *Quizizz,* dalam pembelajaran PAI di tingkat SMA. Penelitian ini bertujuan untuk mendeskripsikan pelaksanaan *game Quizizz* pada pembelajaran PAI, mengetahui peningkatan motivasi belajar siswa setelah pelaksanaan *game Quizizz,* serta mengidentifikasi faktor penghambat dan pendukung dalam pelaksanaannya. Metode penelitian yang digunakan adalah metode deskriptif kualitatif dengan jenis penelitian lapangan (*field research*). Sumber data penelitian terdiri atas data primer yang diperoleh dari guru PAI dan siswa kelas XI SMA Pancasila Mojowarno, serta data sekunder berupa dokumen dan literatur yang relevan. Teknik pengumpulan data menggunakan wawancara, observasi, dan dokumentasi. Analisis data dilakukan melalui reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa pemanfaatan *game Quizizz* pada pembelajaran PAI mampu meningkatkan motivasi belajar siswa. Siswa menjadi lebih aktif, antusias, fokus, dan bersemangat dalam mengikuti pembelajaran. Pelaksanaan pembelajaran dilakukan melalui beberapa tahapan, yaitu persiapan soal, penyampaian materi, pelaksanaan kuis menggunakan *Quizizz*, pembahasan hasil, dan refleksi. Faktor penghambat meliputi keterbatasan jaringan internet, kuota, perangkat telepon seluler, serta kecenderungan sebagian siswa lebih berorientasi pada skor daripada pemahaman materi. Adapun faktor pendukung meliputi kesiapan sarana dan prasarana sekolah, tersedianya jaringan internet yang memadai, kesiapan perangkat siswa, kreativitas guru, serta antusiasme siswa dalam mengikuti pembelajaran.

ABSTRACT

Husaini, Lalu Muhammad Satar. 2026. *Utilizing the Quizizz Game in Islamic Religious Education (PAI) Instruction to Enhance the Learning Motivation of Grade XI Students at SMA Pancasila Mojowarno*. Undergraduate Study Program in Islamic Religious Education, Faculty of Tarbiyah, IAI Al-Urwatul Wutsqo (IAI UW) Jombang. Academic Advisor: Achmad Abdul Munif, M.Pd.I.

Keywords: *Quizizz Game*, PAI Instruction, Learning Motivation.

This thesis is motivated by three primary factors. First, the low level of student learning motivation in the Islamic Religious Education (PAI) subject, which results in a less-than-optimal learning process. Second, the need to implement innovative and engaging instructional media to ensure students remain active and enthusiastic, and do not feel bored during lessons. Third, the limited utilization of technology-based instructional media—specifically the educational *game Quizizz*—in PAI instruction at the high school level. This study aims to describe the implementation of the *Quizizz game* in PAI instruction, determine the increase in student learning motivation following the game's implementation, and identify the factors that either hinder or support its execution. The study employs a descriptive qualitative method and is classified as field research. Data sources consist of primary data obtained from the PAI teacher and Grade XI students at SMA Pancasila Mojowarno, as well as secondary data in the form of relevant documents and literature. Data collection techniques include interviews, observation, and documentation. Data analysis is conducted through data reduction, data presentation, and conclusion drawing. The research results indicate that utilizing the *Quizizz game* in PAI instruction successfully enhances student learning motivation. Students become more active, enthusiastic, focused, and spirited during lessons. The instructional process is carried out in several stages: question preparation, material delivery, quiz administration using *Quizizz*, discussion of results, and reflection. Hindering factors include limited internet connectivity, data quotas, and mobile device availability, as well as a tendency among some students to prioritize scores over understanding the material. Supporting factors include the readiness of school facilities and infrastructure, the availability of an adequate internet connection, the readiness of students' devices, teacher creativity, and student enthusiasm for the learning process.