

RINGKASAN

Penelitian ini dilatarbelakangi oleh rendahnya antusiasme dan keterlibatan siswa dalam pembelajaran Pendidikan Agama Islam (PAI) di SDN 2 Bobosan Purwokerto Utara. Proses pembelajaran yang masih didominasi metode ceramah dan penugasan tertulis membuat siswa mudah bosan dan kurang aktif dalam belajar. Padahal, siswa sekolah dasar cenderung lebih tertarik pada pembelajaran yang interaktif, menarik, dan melibatkan unsur permainan edukatif. Oleh karena itu, diperlukan inovasi pembelajaran berbasis teknologi, salah satunya melalui Program *Clash of Champion* dari Ruang Guru sebagai media pembelajaran interaktif dalam pembelajaran PAI.

Penelitian ini bertujuan untuk mendeskripsikan pelaksanaan pembelajaran interaktif melalui Program *Clash of Champion* serta menganalisis efektivitas penggunaannya dalam meningkatkan partisipasi dan keaktifan belajar siswa pada pembelajaran PAI. Selain itu, penelitian ini juga bertujuan untuk mengetahui kelebihan dan kendala yang dihadapi selama penggunaan media pembelajaran interaktif tersebut. Fokus penelitian diarahkan pada keterlibatan siswa, respon terhadap media berbasis gamifikasi, serta relevansi program dalam mendukung tujuan pembelajaran Pendidikan Agama Islam di sekolah dasar.

Penelitian ini menggunakan pendekatan kualitatif deskriptif dengan subjek penelitian guru PAI dan siswa kelas VA serta VB SDN 2 Bobosan Purwokerto Utara. Teknik pengumpulan data dilakukan melalui observasi, wawancara, dan dokumentasi. Data yang diperoleh kemudian dianalisis menggunakan model Miles dan Huberman melalui tahap reduksi data, penyajian data, dan penarikan kesimpulan secara sistematis untuk memperoleh gambaran mendalam mengenai pelaksanaan pembelajaran interaktif tersebut.

Hasil penelitian diharapkan menunjukkan bahwa penggunaan Program *Clash of Champion* mampu menciptakan suasana pembelajaran yang lebih aktif, menarik, dan menyenangkan. Melalui penerapan unsur gamifikasi seperti kuis interaktif, tantangan, sistem poin, dan kompetisi edukatif, siswa menjadi lebih termotivasi dan aktif dalam mengikuti pembelajaran PAI. Penelitian ini juga diharapkan dapat memberikan kontribusi dalam pengembangan pembelajaran

Pendidikan Agama Islam berbasis teknologi digital serta menjadi referensi bagi guru dan sekolah dalam menciptakan pembelajaran yang inovatif dan sesuai dengan kebutuhan peserta didik di era digital.

Kata kunci: *Evaluasi Pembelajaran, Pembelajaran Interaktif, Clash of Champion, Ruang Guru, Pendidikan Agama Islam (PAI), Gamifikasi,*



SUMMARY

This research is motivated by the low level of enthusiasm and student engagement in Islamic Religious Education (PAI) learning at SDN 2 Bobosan Purwokerto Utara. The learning process, which is still dominated by lecture methods and written assignments, causes students to become easily bored and less active in participating in class activities. In fact, elementary school students tend to prefer learning methods that are interactive, engaging, and involve educational games. Therefore, an innovation in technology-based learning is needed, one of which is through the Clash of Champion Program by Ruang Guru as an interactive learning medium in Islamic Religious Education.

This study aims to describe the implementation of interactive learning through the Clash of Champion Program and to analyze its effectiveness in supporting interactive learning in Islamic Religious Education. In addition, this research also seeks to identify the advantages and challenges encountered during the use of this interactive learning media. The focus of the study is directed toward student engagement, responses to gamification-based media, and the relevance of the program in supporting the objectives of Islamic Religious Education learning at the elementary school level.

This research uses a descriptive qualitative approach with the subjects consisting of Islamic Religious Education teachers and students of classes VA and VB at SDN 2 Bobosan Purwokerto Utara. Data collection techniques include observation, interviews, and documentation. The collected data are then analyzed using the Miles and Huberman model through the stages of data reduction, data presentation, and conclusion drawing systematically to obtain an in-depth understanding of the implementation of interactive learning.

The results of the study are expected to show that the use of the Clash of Champion Program can create a more active, engaging, and enjoyable learning atmosphere. Through the application of gamification elements such as interactive quizzes, challenges, point systems, and educational competitions, students become more motivated and actively involved in Islamic Religious Education learning. This research is also expected to contribute to the development of technology-based

Islamic Religious Education learning and serve as a reference for teachers and schools in creating innovative learning methods that meet the needs of students in the digital era.

Keywords: *Learning Evaluation, Interactive Learning, Clash of Champion, Ruang Guru, Islamic Religious Education (PAI), Gamification, Learning Engagement.*

