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GAME-BASED LEARNING USING EDUWISDOM TO IMPROVE INTERFACE DESIGN SKILLS

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Abstract: The rapid advancement of digital technology in education requires innovative instructional approaches that enhance student engagement, motivation, and competency development. In vocational education, particularly in Informatics subjects, students are expected not only to understand theoretical concepts but also to demonstrate practical technical skills aligned with industry standards. However, conventional teacher-centered methods often limit active participation and reduce learning effectiveness. Therefore, this study aims to examine the effectiveness of the Game-Based Learning (GBL) model assisted by EduWisdom media in improving students' competency in designing visual interfaces using Microsoft PowerPoint among tenth-grade students of SMK Teuku Umar Semarang. This study employed a quantitative approach using a quasi-experimental method with a nonequivalent control group design. The research involved an experimental class that received instruction through the GBL model assisted by the EduWisdom educational game and a control class that received conventional instruction. Data were collected through pre-test and post-test assessments and analyzed using Paired Sample t-tests and Independent Sample t-tests. The results revealed significant improvements in learning outcomes in both groups; however, the experimental class demonstrated a significantly higher increase compared to the control class. The findings indicate that the implementation of Game-Based Learning assisted by EduWisdom media is effective in enhancing students' visual interface design competency. This study contributes empirical evidence supporting the integration of context-specific educational games in vocational Informatics instruction.

Keywords: *eduwisdom; game-based learning; user interface design*