



Exploring the Influence of Game-Based Learning and School Environment on Learning Achievement: Does the Mediation of Self-Intention Matter?

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ABSTRACT

Objective: This research aims to explore the influence of game-based learning and the school environment on student learning achievement and the mediating role of self-intention in influencing game-based learning and the school environment. **Method:** The quantitative survey method involved 100 students of MA Ma'arif Al-Mukarrom, Kauman, and Ponorogo, using probability sampling techniques with proportionate stratified sampling techniques. Data was collected through a questionnaire with a Likert scale, and data analysis was carried out using relevant statistical techniques.

Results: The research results show a positive but less significant influence on game-based learning and the school environment on student learning achievement; however, with self-intention mediating it, it has a positive and significant influence. The implications of this research include the importance of developing learning strategies to improve more effective and efficient education and a school environment that can support learning. Recommendations for research are the need to integrate elements of motivation and self-development in game-based learning design and develop meta-cognitive skills. The final one is creating a school environment to create an atmosphere of motivation and social support and facilitate learning experiences. **Novelty:** This research highlights the role of student enthusiasm in connecting learning through games, school atmosphere, and learning achievement. This adds insight into the interaction of these factors and underlines the importance of paying attention to students' enthusiasm for learning.

INTRODUCTION

One of the crucial components in the current era is the use of learning models. A suitable learning model will also create a good learning atmosphere for good learning achievement. One learning model is the Game-Based Learning model. Game-based learning is an enjoyable learning model. This learning model uses an approach through a game to deliver learning. This learning model greatly emphasizes students' involvement in learning (Barz et al., 2024). This learning model involves in-depth planning to combine games into a medium for conveying learning. The current problems regarding the use of this learning model are expected to make it easier for students to understand the learning that has been delivered. The game-based learning model emerged because of innovation to eliminate boredom in students. In a game, students will be more active so that students focus on learning. Apart from this, today's students like playing games. So, learning through a game approach will be more interesting (Dahalan et al., 2024).

Then, in the implementation of education, one of the factors that is sometimes given less attention but is very important is the school environment. The environment in

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