

ABSTRAK

UPAYA PENINGKATAN MOTIVASI BELAJAR SISWA MELALUI PENERAPAN METODE PEMBELAJARAN *ROLE PLAYING* PADA MATA PELAJARAN AKUNTANSI

Studi Kasus: Siswa kelas XI Jurusan IPS SMA Negeri 1 Ngaglik, Sleman,
Yogyakarta

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2010

Penelitian ini bertujuan untuk mengetahui peningkatan motivasi belajar siswa pada mata pelajaran Akuntansi dengan pokok bahasan siklus akuntansi perusahaan jasa melalui penerapan metode pembelajaran *role playing*.

Penelitian ini adalah Penelitian Tindakan Kelas (PTK). Dengan subjek penelitian adalah siswa kelas XI jurusan IPS SMA Negeri 1, Ngaglik, Sleman, Yogyakarta tahun ajaran 2009/2010 yang berjumlah 28 orang. Penelitian tindakan kelas ini dilakukan dalam 1 siklus dan menggunakan waktu 2 jam pelajaran. Instrumen penelitian yang digunakan dalam penelitian ini adalah: (1) instrumen observasi terhadap aktivitas guru, (2) instrumen observasi terhadap aktivitas siswa, (3) instrumen observasi terhadap kondisi kelas, (4) kuesioner motivasi belajar, (5) instrumen refleksi oleh guru mitra dan siswa, (6) wawancara dengan guru mitra, (7) dokumentasi.

Berdasarkan hasil analisis dapat disimpulkan bahwa hasil perhitungan nilai rata-rata motivasi belajar siswa sebelum penelitian = 52,89 dan hasil perhitungan nilai rata-rata motivasi belajar siswa sesudah penelitian = 62,21. Dengan demikian dapat disimpulkan bahwa penerapan metode *role playing* pada mata pelajaran Akuntansi khususnya materi siklus akuntansi perusahaan jasa dapat meningkatkan motivasi belajar siswa kelas XI Jurusan IPS, SMA Negeri 1 Ngaglik, Yogyakarta.

ABSTRACT

THE EFFORT OF DEVELOPING STUDENT LEARNING MOTIVATION THROUGH THE IMPLEMENTATION OF ROLE PLAYING LEARNING METHOD IN ACCOUNTING SUBJECT

A Case Study: Student of 11th Grade Social and Science Department, 1 State Senior High School, Ngaglik, Yogyakarta.

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This research aims to develop student learning motivation on the subject of Accounting with the material of accounting cycle of service company through the implementation of role playing learning method.

This research is a classroom action research (CAR). Its research subjects are 28 students of 11th grade of social and science department of 1 State Senior High School, Ngaglik, Yogyakarta, academic year 2009/2010. This classroom action research was conducted in one cycle and used two periode. Research instruments used in this research were: (1) an instrument observations of teacher activities, (2) instrument observations of student activities, (3) an instrument observations of classroom conductions, (4) learning motivation questionnaire, (5) an instrument of reflection by teacher partner and student, (6) interviews with teacher partner, (7) documentation.

Based on the analysis the result can be concluded that the result of calculating the average value of student learning motivation before the research is 52,89 and the result of calculating the average value of student learning motivation after the research is 62,21. The implementation of role playing learning method in Accounting subject especially material of accounting cycle of service company can develop learning motivation of student of 11th grade of social and science department of 1 State Senior High School, Ngaglik, Yogyakarta.