

ABSTRAK

**PENERAPAN METODE *ROLE PLAYING* GUNA
MENINGKATKAN MOTIVASI BELAJAR SISWA PADA
MATA PELAJARAN AKUNTANSI**

Studi Kasus : Siswa Kelas XI IPS 2, SMA Pangudi Luhur VAN LITH
Muntilan

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2011

Penelitian ini bertujuan untuk mengetahui apakah metode *role playing* dapat meningkatkan motivasi belajar siswa pada mata pelajaran Akuntansi, khususnya tentang topik analisis bukti transaksi dan jurnal umum.

Penelitian ini dilaksanakan pada siswa kelas XI IPS 2, SMA Pangudi Luhur VAN LITH Muntilan. Penelitian ini adalah Penelitian Tindakan Kelas (PTK). Penelitian Tindakan Kelas dilakukan dalam 1 siklus 2 kali putaran dan menggunakan waktu 2 jam pelajaran. Instrumen penelitian yang digunakan dalam penelitian ini adalah: (1) instrumen observasi terhadap aktivitas guru, (2) instrumen observasi terhadap kondisi kelas, (3) instrumen observasi terhadap siswa, (4) kuesioner motivasi belajar, (5) instrumen refleksi oleh guru mitra dan siswa, (6) wawancara dengan guru mitra, (7) dokumentasi.

Berdasarkan hasil perhitungan nilai rata-rata motivasi belajar siswa sebelum penelitian adalah 58 dengan kriteria cukup dan hasil perhitungan nilai rata-rata motivasi belajar siswa sesudah penelitian adalah 65 dengan kriteria tinggi. Maka, dapat disimpulkan bahwa penerapan metode *role playing* pada mata pelajaran Akuntansi khususnya tentang topik analisis bukti transaksi dan jurnal umum dapat meningkatkan motivasi belajar siswa kelas XI IPS 2, SMA Pangudi Luhur VAN LITH Muntilan.

PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

ABSTRACT

THE IMPLEMENTATION OF ROLE PLAYING METHOD TO INCREASE THE STUDENT LEARNING MOTIVATION IN ACCOUNTING SUBJECT

A Case Study : On the Eleventh Grade of Social and Science Department 2, Pangudi Luhur Van Lith Senior High School, Muntilan.

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The aim of this research is to find out that role playing method can increase learning motivation of students in studying Accounting with the topic : Analyzing transaction and general journal.

This subjects of this research are the eleventh grade students of social and science department 2, Pangudi Luhur Van Lith Senior High School, Muntilan. This research is a classroom action research (CAR). This research was done in one cycle that consists of two cycles and used two periods. The research instruments were : (1) an observation instruments of teacher's activity; (2) an observation instruments of classroom atmosphere; (3) an observation instruments of student's activities; (4) learning motivation questionnaire; (5) an instruments of reflection by teacher's partner and students; (6) interviews with teacher's partner; (7) documentation.

Based on the result of calculating average value of student's learning motivation done before the research there are about 58 which belong to enough criteria and about 65 belong to high criteria after the research has been carried out. So, the results show that the implementation of role playing method in accounting subject has proven to increase the learning motivation of the eleventh grade students of social and science department 2, Pangudi Luhur Van Lith Senior High School, Muntilan, specially about those topics.