

**ABSTRAK**

**UPAYA PENINGKATAN KETERAMPILAN BERSOSIALISASI DENGAN  
MENGUNAKAN METODE *ROLE PLAYING* BERBASIS MEDIA AUDIO  
VISUAL PADA SISWI KELAS X E SMA STELLA DUCE 2  
YOGYAKARTA**

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Penelitian ini bertujuan untuk meningkatkan keterampilan bersosialisasi melalui metode *role playing* berbasis media audio visual pada siswi kelas X E SMA Stella Duce 2 Yogyakarta. Jenis penelitian yang digunakan dalam penelitian ini adalah Penelitian Tindakan Bimbingan dan Konseling (PTBK) yang dilaksanakan dalam 3 siklus, setiap siklus dilaksanakan dalam satu kali pertemuan. Subjek penelitian adalah siswi kelas X E SMA Stella Duce 2 Yogyakarta dengan jumlah siswi 32 orang. Data hasil penelitian diperoleh dari kuesioner keterampilan bersosialisasi siswi yang terdiri dari 32 butir item, data hasil observasi selama kegiatan bimbingan berlangsung, data hasil wawancara, dan dokumentasi.

Hasil penelitian menunjukkan bahwa keterampilan bersosialisasi siswi dapat ditingkatkan melalui metode *role playing* berbasis media audio visual pada siswi kelas X E SMA Stella Duce 2 Yogyakarta dengan perincian sebagai berikut: (1) pra penelitian terdapat 1 siswi (3,12%) yang keterampilan bersosialisasinya rendah, 15 siswi (46,87%) yang keterampilan bersosialisasinya sedang, dan 16 siswi (50%) yang keterampilan bersosialisasinya tinggi. (2) Kemudian pada siklus 1 meningkat menjadi 2 siswi (6,25%) yang memiliki keterampilan bersosialisasi sedang, dan 30 siswi (93,75%) memiliki keterampilan bersosialisasi tinggi. (3) Pada Siklus II ada 2 siswi (6,25%) yang memiliki keterampilan bersosialisasi sedang dan 30 siswi (93,75%) memiliki keterampilan bersosialisasi tinggi. (4) Pada perbaikan siklus 3 menjadi 1 siswi (3,12%) yang memiliki keterampilan bersosialisasi sedang dan 31 siswi (96,87%) yang memiliki keterampilan bersosialisasi tinggi. Hasil uji t, peningkatan keterampilan bersosialisasi siswi dari pra tindakan, siklus I, II dan III menunjukkan signifikansi  $0,000 < 0,05$  yang berarti bahwa keterampilan bersosialisasi siswi menggunakan metode *role playing* berbasis media audio visual mengalami peningkatan secara signifikan.

Kata kunci: Keterampilan bersosialisasi, *role playing* dan media audio visual.

**ABSTRACT**

**DEVELOPING THE SOCIAL SKILLS TROUGH THE ROLE PLAYING  
METHODOLOGY BASED ON AUDIO VISUAL MEDIA FOR THE  
STUDENTS OF GRADE X E SENIOR HIGH SCHOOL OF STELLA  
DUCE 2 YOGYAKARTA**

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The objective of this research is to present the development of the social skills of female students form grade X E of Senior High School (SMA) of Stella Duce 2 Yogyakarta, trough “role playing” methodology, based on audio visual media. The researcher employed the Research Guidance and Counseling Action type, which is known as (PTBK) in Indonesia. Researcher employed this methodology in three cycles, one meeting in each cycle. The subjects of this research are thirty two students of grade X E of SMA of Stella Duce 2 Yogyakarta. The result of this research came from the answers of thirty two items of social skills questionnaire, observation during the guidance process, interview, and documentation.

The result of this research has shows that the social skills of the female students can improve trough the role playing methodology, based on audio visual as shown from the female students of grade X E of SMA of Stella Duce 2, with the specific result; (1) before research taken place, there was 1 student (3, 12%) had low social skill, 15 students (46, 87%) had average social skills, 16 students (50%) had high social skills. (2) When the first cycle had employed there is development of; 2 students (6, 25%) had average social skills, 30 students (93, 75%) had high social skills. (3) In the second cycle the result is the same as in the cycle two; 2 students (6, 25%) had average social skills, 30 students (93, 75%) had high social skills. (4) But the result of cycle three is 1 student (3, 12%) had average social skill and the rest of 31 students (96, 87%) had high social skills. The result of t, the improvement of the social skill of the female students from before employing the test, cycle I, II, and III shows the significant of  $0,000 < 0,05$  which means that the social skills of female students had improved significantly by using “role playing” methodology.

Key Words: Social skill, role playing and audio visual media