

**PENERAPAN METODE PERMAINAN DENGAN MENGGUNAKAN MEDIA
PEMBELAJARAN KONVENSIONAL MONOPOLI UNTUK MENINGKATKAN MINAT
DAN HASIL BELAJAR PADA MATERI PROTISTA SISWA KELAS X IPA 1 SMA
PANGUDI LUHUR SEDAYU**

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ABSTRAK

Berdasarkan hasil observasi dan wawancara dengan Guru Biologi di SMA Pangudi Luhur Sedayu, didapatkan adanya masalah pada siswa yang berkaitan dengan minat belajar yang rendah dan masih banyak nilai hasil belajar yang belum mencapai KKM pada mata pelajaran Biologi. Penelitian ini bertujuan untuk meningkatkan minat dan hasil belajar siswa dengan menerapkan metode permainan menggunakan media konvensional monopoli pada materi Protista bagi siswa kelas X IPA 1 SMA Pangudi Luhur Sedayu.

Penelitian ini termasuk dalam Penelitian Tindakan Kelas yang dilakukan dalam 2 siklus, dimana masing-masing siklus dilaksanakan sebanyak dua kali pertemuan. Subyek penelitian adalah 34 siswa kelas X IPA 1 SMA Pangudi Luhur Sedayu. Teknik pengumpulan data dilakukan dengan angket skala minat siswa, tes, dan observasi/ pengamatan. Selanjutnya, data dianalisis secara diskriptif kuantitatif.

Hasil dari penelitian yang telah dilakukan menunjukkan adanya peningkatan minat belajar siswa. Hal ini berbanding terbalik dengan hasil belajar siswa, penilaian hasil belajar tidak sesuai dengan target yang diharapkan karena adanya beberapa faktor, antara lain pembagian kelompok yang tidak merata dan materi yang lebih sulit pada siklus II. Berdasarkan data, dapat disimpulkan bahwa metode permainan monopoli pada materi Protista hanya meningkatkan minat belajar siswa kelas X IPA 1 SMA Pangudi Luhur Sedayu.

Kata Kunci: Metode Permainan, Media Konvensional Monopoli, Minat dan Hasil Belajar, Protista

**APPLICATION OF GAME METHOD USING
MONOPOLY CONVENTION LEARNING MEDIA FOR
INCREASING INTEREST AND LEARNING RESULT IN PROTISTA MATERIAL
STUDENT CLASS X SCIENCE 1 PANGUDI LUHUR SEDAYU SENIOR HIGH SCHOOL**

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ABSTRACT

Based on observations and interviews with Biology Teachers at Pangudi Luhur Sedayu Senior High School, there were problems with students who had low learning interest and there were still many learning outcomes that had not reached passing grade in Biology subject. This study aims to increase interest and student learning outcomes by applying the game method using conventional monopoly media on Protista material for students of class X Science 1 Pangudi Luhur Sedayu Senior High School.

This research included in Classroom Action Research conducted in 2 cycles, where each cycle was held twice meeting. The subjects of the study were 34 students of Science 1st grade of Pangudi Luhur Sedayu Senior High School. Data collection techniques were conducted by questionnaire interest, test, and observation. Furthermore, the data were analyzed descriptively quantitatively.

The results of the research that has been done indicated an increase in student interest in learning. This is inversely proportional to student learning outcomes, however the assessment of these learning outcomes was not in line with the expected targets due to several factors, such as uneven group distribution and more difficult material in cycle II. Based on the data, it can be concluded that the method of monopoly game on Protista material only increases the interest of students in grade X Science 1 SMA Pangudi Luhur Sedayu.

Keywords: *Game Method, Conventional Media Monopoly, Interest and Learning Outcomes, Protista.*