

**ABSTRAK**

**PENINGKATAN MOTIVASI SISWA  
MENGIKUTI LAYANAN BIMBINGAN KLASIKAL  
MELALUI PENERAPAN DINAMIKA KELOMPOK (PERMAINAN)  
( Penelitian Tindakan Bimbingan dan Konseling Pada Kelas XF  
SMA Negeri 1 Depok, Sleman Tahun Ajaran 2012/2013 )**

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Penelitian ini bertujuan untuk meningkatkan motivasi siswa dan mengetahui seberapa baik peningkatan motivasi siswa tersebut dalam mengikuti layanan bimbingan klasikal melalui dinamika kelompok yang berbentuk permainan pada siswa kelas XF SMA Negeri 1 Depok, Sleman Tahun Ajaran 2012/2013.

Jenis penelitian ini adalah Penelitian Tindakan Bimbingan dan Konseling (PTBK) yang dilaksanakan dalam 2 siklus. Setiap siklus dilaksanakan dalam 1 kali pertemuan. Subjek pada penelitian ini adalah siswa kelas XF SMA Negeri 1 Depok, Sleman Tahun Ajaran 2012/2013 dengan jumlah siswa 32 orang. Data hasil penelitian diperoleh dari kuesioner motivasi siswa yang didukung oleh hasil observasi selama kegiatan bimbingan klasikal berlangsung, catatan lapangan, wawancara, skala kiraan, dan dokumentasi.

Hasil pada penelitian ini adalah ada peningkatan motivasi mengikuti layanan bimbingan klasikal melalui dinamika kelompok yang diaplikasikan dalam permainan dengan rincian sebagai berikut: (1) pra penelitian terdapat 1 siswa (3,12%) yang motivasinya sangat rendah, 5 siswa (15,62%) motivasinya sedang, 20 siswa (62,50%) motivasinya tinggi, dan 6 siswa (18,75%) motivasinya sangat tinggi. (2) Kemudian pada siklus 1 meningkat menjadi 1 siswa (3,12%) yang motivasinya rendah, 2 siswa (6,25%) motivasinya sedang, 16 siswa (50%) motivasinya tinggi, dan 13 siswa (40,62%) motivasinya sangat tinggi. (3) Pada perbaikan siklus 2 menjadi 9 siswa (28,13%) yang motivasinya tinggi dan 23 siswa (71,87%) motivasinya sangat tinggi. Dari hasil uji t, didapatkan bahwa  $H_0$  ditolak sehingga kesimpulannya adalah ada peningkatan motivasi siswa dalam mengikuti layanan bimbingan klasikal dengan menggunakan dinamika kelompok (permainan) pada siswa kelas XF SMA Negeri 1 Depok, Sleman Tahun Ajaran 2012/2013.

Kata kunci: motivasi, bimbingan klasikal, dinamika kelompok, permainan

**ABSTRACT**

**THE IMPLEMENTATION OF GAMES IN GROUP DYNAMIC  
TO INCREASE STUDENT MOTIVATION IN CLASSROOM GUIDANCE  
(Guidance and Counseling Action Research on Class XF Students of  
State Senior High School 1 Depok, Sleman, Yogyakarta,  
Academic Year 2012/2013)**

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This research aimed to increase students' motivation and to know the effect of using games in group dynamics to increase students' motivation to engage in classroom guidance on students of class XF State Senior High School 1 Depok, Sleman Academic Year 2012/2013.

This research is action research in guidance and counseling (PTBK) and was conducted into two cycles. Each cycle was conducted in one session of classroom guidance. The subjects of this research were 32 students of class XF State Senior High School 1 Depok, Sleman, Yogyakarta. The data was gathered through questionnaire on students' motivation and was completed by data on observation during classroom guidance process, field notes, interview, assessment scale, and documentation.

Research findings showed that the used group dynamic games were able to increase students' motivation to engage in classroom guidance process. The percentage of students' motivation were as followed: 1) In pre research there was one student (3,12%) showed very low motivation, 5 students (15,62%) showed moderate motivation, 20 students (62,50%) showed high motivation, and 6 students (15,62%) showed very high motivation. 2) In the first cycle there was 1 student (3,12%) showed low motivation, 2 students (6,25%) showed moderate motivation, 16 students (50%) showed high motivation, and 13 students (40,62%) showed very high motivation. 3) In the second cycle there were 9 students (28,13%) showed high motivation and 23 students (71,87%) showed very high motivation. The result of t-test revealed that  $H_0$  was rejected. It was concluded that the implementation group dynamic games were able to increase motivation of students of class X F State Senior High School 1 Depok, Sleman, Yogyakarta, Academic Year 2012/2013 to engage in classroom guidance session.

Keywords: motivation, classroom guidance, group dynamics, games