

ABSTRAK

PENERAPAN METODE *GAMES* UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA KELAS X MIPA PADA MATERI USAHA DAN ENERGI DI SMAN 1 KALASAN

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Tujuan penelitian ini adalah untuk mengetahui (1) Metode *games* dapat meningkatkan motivasi belajar siswa pada pembelajaran Usaha dan Energi. (2) Perbedaan antara motivasi belajar siswa yang ikut *games* secara intensif dengan siswa yang tidak ikut *games* secara intensif pada materi Usaha dan Energi.

Penelitian ini dilaksanakan di SMA N 1 KALASAN selama bulan Februari – Maret 2021. Subjek penelitian adalah siswa kelas X MIPA 1 dan X MIPA 2 SMAN 1 KALASAN berjumlah 58 siswa. Objek penelitian adalah motivasi belajar siswa pada penerapan metode *games* tentang materi usaha dan energi. Dalam penelitian ini 14 siswa mengikuti *games* secara intensif dan 44 siswa tidak mengikuti kelas *games* secara intensif. Treatment yang digunakan dalam penelitian ini adalah metode *games*. penelitian ini bersifat gabungan antara penelitian kuantitatif dan penelitian kualitatif. Instrumen yang digunakan yaitu: kuesioner motivasi belajar siswa, observasi dan wawancara.

Hasil penelitian menunjukkan bahwa: (1) Pembelajaran fisika dengan penerapan metode *games* dapat meningkatkan motivasi belajar baik siswa yang ikut *games* secara intensif maupun siswa yang ikut *games* tidak secara intensif. (2) Terdapat perbedaan antara motivasi belajar siswa yang ikut *games* secara intensif dengan siswa yang tidak ikut *games* secara intensif.

Kata kunci: metode *games*, motivasi belajar, usaha dan energi

ABSTRACT

APPLICATION OF GAMES METHOD TO IMPROVE STUDENT'S LEARNING MOTIVATION FOR CLASS X MIPA ON LEARNING WORK AND ENERGY AT SMAN 1 KALASAN

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The research was aimed to determine (1) The method of games can increase students' learning motivation in Work and Energy learning. (2) The difference between students' learning motivation who participate in games intensively and students who do not participate in games intensively on the Work and Energy subject.

This research was conducted at SMA N 1 KALASAN during February – March 2021. The research subjects were students of class X MIPA 1 and X MIPA 2 at SMAN 1 KALASAN totaling 58 students. The object of this research is students' learning motivation in the application of the games method on the matter of work and energy. In this study, 14 students participated in the games intensively and 44 students did not participate in the games class intensively. The treatment used in this research is the games method. This research is a combination of quantitative research and qualitative research. The instruments used are: student learning motivation questionnaire, observation and interviews.

The results showed that: (1) Learning physics with the application of games methods can increase the motivation of learning both students who participate in intensive games and students who participate in games are not intensive. (2) There is a difference between the learning motivation of students who participate in intensive games and students who do not participate in intensive games.

Keywords: games method, learning motivation, work and energy