ABSTRAK

Clara Ajeng Sulistianingsih. 2023. Efektivitas Model *Problem Based Learning* (PBL) yang Dilengkapi dengan *Game* dalam Mengembangkan Minat dan Hasil Belajar Matematika Siswa Kelas X DKV B SMK Negeri 5 Yogyakarta Tahun Ajaran 2022/2023. Skripsi. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma, Yogyakarta.

Penelitian ini bertujuan untuk: (1) mengetahui proses merancang pembelajaran dengan model *Problem Based Learning* (PBL) yang dilengkapi dengan *game* pada materi perbandingan trigonometri kelas X DKV B di SMK Negeri 5 Yogyakarta; (2) Mengetahui efektivitas model *Problem Based Learning* (PBL) yang dilengkapi dengan *game* dalam mengembangkan minat dan hasil belajar siswa pada materi perbandingan trigonometri kelas X DKV B di SMK Negeri 5 Yogyakarta; (3) Mengetahui tanggapan siswa terhadap penerapan model *Problem Based Learning* (PBL) yang dilengkapi dengan *game* dalam mengembangkan minat dan hasil belajar siswa pada materi perbandingan trigonometri kelas X DKV B di SMK Negeri 5 Yogyakarta.

Jenis penelitian ini adalah penelitian deskriptif dengan pendekatan kualitatif dan kuantitatif. Subjek penelitian ini adalah siswa kelas X DKV B SMK Negeri 5 Yogyakarta Tahun Ajaran 2022/2023 yang berjumlah 33 siswa. Objek penelitian ini adalah pemakaian *Problem Based Learning* (PBL) yang dilengkapi dengan *game* untuk mengembangkan minat belajar dan hasil belajar matematika pada materi trigonometri. Data yang digunakan dalam penelitian adalah data bahan ajar matematika, minat belajar, hasil belajar, dan tanggapan siswa. Data tersebut dianalisis secara kualitatif dan kuantitatif. Instrumen yang digunakan adalah instrumen pembelajaran (modul ajar), dan instrumen pengumpulan data (angket minat belajar, tes tertulis, angket tanggapan siswa.

Hasil penelitian ini adalah sebagai berikut. (1) Terdapat 6 tahap dalam proses merancang pembelajaran, yaitu meneliti tujuan pembelajaran, memahami bahan pelajaran, menyusun kegiatan, memilih media, membuat komponen evaluasi, dan merancang modul ajar. Hasil dari merancang pembelajaran tersebut yaitu modul ajar, dan *game* kartu domino matematika berhasil dikonstruksikan sebanyak 2 set dengan jumlah 16 kartu; (2) Hasil tes tertulis diperoleh bahwa rata-rata nilai siswa adalah 71. Persentase rata-rata keseluruhan minat belajar siswa adalah 72,84% sehingga masuk dalam kriteria minat belajar matematika yang tinggi. Penerapan model *Problem Based Learning* (PBL) yang dilengkapi dengan *game* belum efektif dalam mengembangkan hasil belajar siswa tetapi efektif dalam mengembangkan minat belajar siswa; (3) Hasil tanggapan siswa diperoleh persentase rata-rata aspek yang diamati sebesar 72,72% masuk dalam kriteria yang “Tinggi”. Artinya, penerapan model *Problem Based Learning* (PBL) yang dilengkapi dengan *game* mendapatkan tanggapan yang baik dari siswa.

Kata kunci: *Hasil Belajar, Minat Belajar, Model Problem Based Learning (PBL)*

ABSTRACT

Clara Ajeng Sulistianingsih. 2023. The Effectiveness of Problem Based Learning (PBL) Model Equipped with Games in Developing Interest and Learning Outcomes of Mathematics Students of Class X DKV B SMK Negeri 5 Yogyakarta Academic Year 2022/2023. Thesis. Mathematics Education Study Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education, Sanata Dharma University, Yogyakarta.

This study aims to: (1) to know the process of designing learning with the Problem Based Learning (PBL) model equipped with games on trigonometric comparison material for class X DKV B at SMK Negeri 5 Yogyakarta; (2) to know the effectiveness of the Problem Based Learning (PBL) model equipped with games in developing students' interest and learning outcomes in trigonometric comparison material for class X DKV B at SMK Negeri 5 Yogyakarta; (3) to know students' responses to the application of the Problem Based Learning (PBL) model equipped with games in developing students' interest and learning outcomes in trigonometric comparison material for class X DKV B at SMK Negeri 5 Yogyakarta.

This type of research is descriptive research with qualitative and quantitative approaches. The subjects of this research were students of class X DKV B SMK Negeri 5 Yogyakarta in the academic year 2022/2023, totaling 33 students. The object of this research is the use of Problem Based Learning (PBL) equipped with games to develop learning interest and math learning outcomes on trigonometry material. The data used in the research are data on mathematics teaching materials, learning interest, learning outcomes, and student responses. The data were analyzed qualitatively and quantitatively. The instruments used are learning instruments (teaching modules), and data collection instruments (learning interest questionnaire, written test, student response questionnaire.

The results of this study are as follows. (1) There are 6 stages in the process of designing learning, namely researching learning objectives, understanding learning materials, compiling activities, selecting media, making evaluation components, and designing teaching modules. The results of designing the learning are teaching modules, and the math domino card game was successfully constructed as many as 2 sets with a total of 12 cards; (2) The results of the written test obtained that the average student score was 71. The overall average percentage of student learning interest is 72.84% so that it is included in the criteria for high interest in learning mathematics. The application of the Problem Based Learning (PBL) model equipped with games has not been effective in developing student learning outcomes but is effective in developing student learning interest; (3) The results of student responses obtained an average percentage of observed aspects of 72.72% included in the "High" criteria. This means that the application of the Problem Based Learning (PBL) model equipped with games gets good responses from students.

***Keywords**: Learning Interest, Learning Outcomes, Problem Based Learning (PBL) Model*