PLAGIAT MERUPAKAN TINDAKAN TIDAK TERPUJI

ABSTRAK

Fransiska Meme Keda Rianggtobi. 221414044. 2026. Pemanfaatan Metode Bermain Peran Pada Pembelajaran Materi Operasi Bilangan Bulat Di Kalangan Siswa SMP BOPKRI 1 Yogyakarta. Skripsi. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma, Yogyakarta.

Tujuan penelitian ini adalah (1) mendeskripsikan tingkat kemampuan berhitung awal siswa kelas VII SMP BOPKRI 1 pada materi operasi bilangan bulat; (2) menganalisis perkembangan kemampuan berhitung siswa setelah penerapan metode bermain peran (*role play*) pada garis bilangan; dan (3) mengidentifikasi tanggapan siswa terhadap penggunaan metode tersebut dalam pembelajaran operasi bilangan bulat.

Penelitian ini menggunakan pendekatan kuantitatif dan kualitatif dengan jenis penelitian deskriptif. Subjek penelitian adalah 16 siswa kelas VII B SMP BOPKRI 1 Yogyakarta. Data dikumpulkan melalui tes, angket, dan wawancara, kemudian dianalisis secara deskriptif kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa (1) kemampuan berhitung awal siswa masih tergolong rendah dengan rata-rata nilai *pretest* sebesar 51,6, berada di bawah KKM 73. (2) Setelah penerapan metode bermain peran pada garis bilangan, rata-rata nilai *posttest* meningkat menjadi 62,3 atau naik 10,7 poin dibandingkan *pretest*, meskipun belum mencapai KKM. Kesulitan siswa masih ditemukan pada operasi pengurangan yang melibatkan bilangan negatif. (3) Tanggapan siswa terhadap penggunaan metode bermain peran tergolong positif dengan persentase capaian setiap aspek antara 73,4% hingga 83,6%. Metode ini membantu siswa memahami operasi bilangan bulat secara lebih konkrit dan menarik.

Kata Kunci: Kemampuan berhitung, operasi bilangan bulat, metode bermain peran, garis bilangan.

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ABSTRACT

Fransiska Meme Keda Rianggtobi. 221414044. 2026. *The Use of the Role-Playing Method in Teaching Integer Operations among Students of* SMP BOPKRI 1 Yogyakarta. *Undergraduate Thesis. Mathematics Education Study Program, Department of Mathematics and Natural Sciences Education, Faculty of Teacher Training and Education, Sanata Dharma University,* Yogyakarta.

The objectives of this study were (1) to describe the initial arithmetic ability of seventh-grade students at SMP BOPKRI 1 Yogyakarta on integer operations; (2) to analyze the development of students' arithmetic ability after the implementation of the role-playing method using a number line; and (3) to identify students' responses to the use of the method in learning integer operations.

This study employed a descriptive research design using both quantitative and qualitative approaches. The participants were 16 students of class VII B at SMP BOPKRI 1 Yogyakarta. Data were collected through tests, questionnaires, and interviews, and were analyzed using descriptive quantitative and qualitative techniques.

The results showed that (1) the students' initial arithmetic ability was still low, with a mean pretest score of 51.6, which was below the Minimum Mastery Criterion (MMC) of 73. (2) After the implementation of the role-playing method using a number line, the mean posttest score increased to 62.3, representing an improvement of 10.7 points compared to the pretest score, although it still did not reach the MMC. Students continued to experience difficulties in subtraction involving negative integers. (3) Students' responses to the use of the role-playing method were positive, with achievement percentages ranging from 73.4% to 83.6% across all aspects. The method helped students understand integer operations in a more concrete and engaging way.

Keywords: *arithmetic ability, integer operations, role-playing method, number line.*