

ABSTRAK

Olivia Dian Hermawati, Teka-Teki Silang Sebagai Permainan Edukatif Ditinjau dari Minat dan Hasil Belajar Pada Materi Bilangan Bulat Kelas VII D SMP Negeri 16 Yogyakarta Tahun Ajaran 2018/2019. Skripsi. Program Studi Guruan Matematika. Jurusan Guruan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Guruan, Universitas Sanata Dharma.

Hasil observasi dan wawancara yang dilakukan di SMP Negeri 16 Yogyakarta, menunjukkan bahwa guru sering kali mengajar hanya dengan menggunakan metode konvensional sehingga membuat siswa merasa jenuh dan bosan. Penelitian ini bertujuan (1) untuk mengetahui efektivitas permainan edukatif teka-teki silang ditinjau dari minat belajar siswa kelas VII D SMP Negeri 16 Yogyakarta, (2) untuk mengetahui efektivitas permainan edukatif teka-teki silang ditinjau dari hasil belajar siswa kelas VII D SMP Negeri 16 Yogyakarta.

Jenis penelitian yang dilakukan dalam penelitian ini adalah deskriptif kuantitatif-kualitatif. Pengambilan data dilaksanakan pada bulan Juli-Agustus 2018. Subjek pada penelitian ini adalah 34 siswa kelas VII D SMP Negeri 16 Yogyakarta. Instrumen yang digunakan dalam penelitian ini adalah (1) Lembar Keterlaksanaan Pembelajaran, (2) Kuesioner minat belajar siswa, (3) soal tes, (4) pedoman wawancara. Data keterlaksanaan pembelajaran dianalisis secara kualitatif yaitu dengan menghitung persentase skor yang sudah dinilai oleh 2 observer selama pembelajaran, sedangkan data minat dan hasil belajar dianalisis secara kuantitatif dengan cara menghitung skor total dan persentase dari hasil yang diperoleh dari kuesioner dan tes hasil belajar. Hasil wawancara dianalisis secara kualitatif dengan mentranskrip hasil wawancara kemudian diambil kesimpulan dan dijabarkan secara naratif.

Berdasarkan analisis maka diperoleh hasil sebagai berikut: (1) minat belajar siswa tergolong dalam kategori tinggi yaitu dengan persentase 100% (ST+T) maka dapat disimpulkan pembelajaran dengan menggunakan permainan edukatif teka-teki silang efektif ditinjau dari minat belajar siswa. (2) hasil belajar siswa dari segi kuantitatif tergolong dalam kategori tinggi dengan persentase 85,29% (ST+T), sedangkan hasil belajar siswa secara kualitatif tergolong dalam kategori tinggi dengan persentase 82,35 (ST+T), maka dari itu dapat disimpulkan bahwa permainan dengan permainan edukatif teka-teki silang pada materi bilangan bulat kelas VII D SMP Negeri 16 Yogyakarta secara kualitatif dan kuantitatif adalah efektif ditinjau dari minat dan hasil belajar siswa.

Kata Kunci: efektivitas, permainan edukatif, teka-teki silang, minat belajar, hasil belajar

ABSTRACT

Olivia Dian Hermawati, crosswords as educative games in terms of interests and learning outcomes on round numbers lesson in the VII D grade of junior high school state 16 Yogyakarta, academic year 2018/2019 Undergraduated Thesis. Mathematics education Study Program, Department of Mathematics and Sciences Education, Faculty of Teacher Training and Education, Sanata Dharma University

The result of the observation and interview which were conducted at SMP Negeri 16 Yogyakarta showed that the teacher only taught the students using conventional methods. It made the students bored in the learning process. This research aims (1) to know the efficacy of crosswords as educative games reviewed from the interest to study of the students SMP Negeri 16 Yogyakarta Grade VII D, (2) to know the efficacy of crosswords as educative games reviewed from the score of the students SMP Negeri 16 Yogyakarta Grade VII D.

This research applied descriptive quantitative-qualitative analysis. The data were taken on July-August 2018. The subject of the research was 34 students of SMP Negeri 16 Yogyakarta Class VII D. The instrument of the research were (1) Learning Completion Sheet. (2) Questioner about the interest of the student on the study (3) Question test (4) Interview Guideline. The data about the learning completion were analyzed qualitatively by counting the score percentage which had been valued by two observers through the leaning process. Meanwhile, the data about the result of the student interest on the study were analyzed quantitatively by counting the total score and percentage as the result from the questioner and the test. The interview result was analyzed qualitatively by creating the transcript of the interview that making conclusion. After that, it was explained into a narrative.

Based on the analysis, the result were as follows (1) the interest of the students was high with the percentage of 100% (ST +T) , (2) the interest of the students was high with the percentage of 100% (ST +T). Therefore, it was concluded that the use of crosswords as the educative games on the Therefore, it was concluded that the use of crosswords as the educative games on the material about integers for SMP Negeri 16 Yogyakarta students based on the quantitative and qualitative analysis was effective observed by the interest and the study result of the students.

Keywords: Efficacy, educative games, crossword, interest of the study, result of the study.