

ABSTRAK

Maimuna. 2023. Penerapan Media Pembelajaran Audio Visual untuk Meningkatkan Motivasi Belajar Siswa di SMP Hidmatul Hikam. Skripsi, Program Studi Pendidikan Matematika, Fakultas Sosial dan Humaniora, Universitas Nurul Jadid Paiton Probolinggo. Pembimbing : Moh. Syadidul Itqan, M.Pd.

Kata Kunci : Media Pembelajaran, Media Audio Visual, Motivasi Belajar

Penelitian Tindakan Kelas ini didasarkan atas permasalahan yang terjadi di SMP Hidmatul Hikam dimana motivasi belajar siswa masih dalam kriteria rendah. Penelitian ini bertujuan untuk meningkatkan motivasi belajar siswa dengan menerapkan pembelajaran menggunakan media Audio Visual pada Materi Bangun Ruang Sisi Datar. Jenis Penelitian ini merupakan Penelitian Tindakan Kelas (*Classroom Action Research*). Subjek penelitian ini adalah siswa kelas VIII SMP Hidmatul Hikam. Teknik pengumpulan data yang digunakan dalam penelitian ini yaitu wawancara, observasi, dan tes. Dari hasil wawancara dengan guru mata pelajaran matematika menjelaskan bahwa motivasi belajar siswa masih dalam tahap rendah dan dari hasil observasi awal sebelum melaksanakan penelitian pada aspek indikator motivasi menunjukkan bahwa aspek minat dan perhatian yaitu 20%, aspek semangat 15%, aspek tanggung jawab 10%, aspek reaksi 10%, dan aspek rasa senang dan puas 20%. Sedangkan dari hasil observasi setelah Penelitian Tindakan Kelas menggunakan media pembelajaran audio visual diterapkan menunjukkan bahwa pada siklus I pertemuan 1 sampai pertemuan 3, aspek minat dan perhatian dengan rata-rata 45%, aspek semangat dengan rata-rata 40%, aspek tanggung jawab dengan rata-rata 46,67%, aspek reaksi dengan rata-rata 30%, dan aspek rasa senang dan puas 41,67%. Kemudian pada siklus II pertemuan 1 sampai pertemuan 3, aspek minat dan perhatian dengan rata-rata 76,67%, aspek semangat dengan rata-rata 76,67%, aspek tanggung jawab dengan rata-rata 75%, aspek reaksi dengan rata-rata 70%, dan aspek rasa senang dan puas dengan rata-rata 73,33%. Dari hasil observasi setelah Penelitian Tindakan Kelas dapat dilihat bahwa motivasi belajar siswa meningkat. Hal ini juga dapat dilihat dari hasil tes siklus dimana pada penyelesaian soal sudah sesuai dengan algoritma yang telah dipelajari.

ABSTRACT

Maimuna.2023. Application of Audio Visual Learning Media to Increase Student Learning Motivation at Hidmatul Hikam Middle School. Thesis, Mathematics Education Study Program, Faculty of Social and Humanities, Universitas Nurul Jadid Paiton Probolinggo. Supervisor: Moh. Syadidul Itqan, M.Pd.

Keywords: Learning Media, Audio Visual Media, Learning Motivation

Classroom Action Research is based on problems that occur in Hidmatul Hikam Middle School, where student learning motivation is still low. This study aims to increase student learning motivation by applying Audio Visual media to flat-sided building materials. This type of research is called Classroom Action Research. The subjects of this study were class VIII students of SMP Hidmatul Hikam. The data collection techniques used in this study included interviews, observations, and tests. From the results of the interviews with mathematics teachers, it was explained that student learning motivation was still at a low stage. From the results of initial observations before conducting research on aspects of motivation indicators, it was shown that aspects of interest and attention were 20%, aspects of enthusiasm were 15%, aspects of responsibility were 10%, reaction aspect was 10%, and feelings of pleasure and satisfaction were 20%. The results of observations after Classroom Action Research using audio-visual learning media showed that in cycle I meeting 1 to meeting 3, aspects of interest and attention with an average of 45%, aspects of enthusiasm with an average of 40%, aspects of responsibility with an average of 46.67%, the reaction aspect with an average of 30%, and the aspect of feeling happy and satisfied 41.67%. Then, in cycle II, meeting 1 to meeting 3, aspects of interest and concern with an average of 76.67%, aspects of enthusiasm with an average of 76.67%, aspects of responsibility with an average of 75%, aspects of the reaction with an average of 70%, and aspects of feeling happy and satisfied with an average of 73.33%. From the results of observations after Classroom Action Research, it can be seen that the students' learning motivation increased. This can also be seen from the results of the cycle test where the problem solving is in accordance with the algorithm that has been studied.