ABSTRAK

Rozhalina, Novi. 2017. *Pengaruh Pendekatan Joyful Learning melalui Investigasi dan Game Education Terhadap Hasil Belajar Siswa*. Skripsi, Program Studi Pendidikan Biologi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muhammadiyah Jember.
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Kata Kunci: *joyful learning, game education,* hasil belajar.

Penelitian ini dilatarbelakangi oleh banyak siswa yang belum sepenuhnya memahami materi yang dijelaskan oleh guru. Hal ini dikarenakan cara penyampaian guru yang kurang menarik, kurang menyenangkan, dan dan kurang melibatkan siswa secara langsung dalam pembelajaran. Proses pembelajaran yang didominasi oleh guru akan membuat siswa pasif karena siswa hanya mendengar, menerima, dan menulis materi/ informasi yang diberikan oleh guru. Pembelajaran yang demikian mengakibatkan siswa tidak antusias terhadap materi yang disampaikan dan akan berdampak pada hasil belajar siswa. Pendekatan yang digunakan guru kurang mengaktifkan siswa, kondisinya kurang menyenangkan, dan jarang menggunakan media pembelajaran yang dapat meningkatkan hasil belajar. Pendekatan yang berbeda dari sebelumnya diperlukan agar siswa dapat berperan langsung dalam pembelajaran. Salah satu pendekatan yang sesuai dengan permasalahan ini yaitu *Joyful Learning* melalui investigasi dan *game education*. Penelitian ini dilakukan dengan tujuan untuk mengetahui pengaruh pendekatan *joyful learning* melalui investigasi dan *game education* terhadap hasil belajar siswa.

Jenis penelitian ini yaitu *quasi experiment*. Kelas yang digunakan ada dua. Kelas ekperimen VII A dengan pendekatan *joyful learning* melalui investigasi dan *game education,* kelas kontrol VII B dengan pembelajaran konvensional yang dilakukan di SMP Muhammadiyah 9 Watukebo. Instrumen tes yang digunakan berupa soal pilihan ganda dan uraian. Teknik sampling yang digunakan dalam penelitian ini yaitu *purposive sampling* dengan cara mengambil subjek didasarkan atas tujuan tertentu.

Berdasarkan penelitian, hasil analisis uji prasyarat data yang diperoleh berdistribusi tidak normal. Data tidak normal selanjutnya diolah dengan uji hipotesis *U Mann Whitney*, diperoleh nilai probabilitas (Sig. *2-tailed*) sebesar 0,000 untuk *pretest* dan 0,000 untuk *posttest*. Nilai probabilitas 0,000 < 0,05 menandakan bahwa H_0 ditolak dan H_a diterima yang artinya ada perbedaan pengaruh pendekatan *joyful learning* melalui investigasi dan *game education* terhadap hasil belajar siswa kelas eksperimen. Secara keseluruhan nilai rata-rata kognitif kelas eksperimen lebih tinggi dibandingkan kelas kontrol.

ABSTRACT

Rozhalina, Novi. 2017. The influence approach of Joyful Learning through Investigation and Games Education Towards the Learning Outcomes of students. Thesis, Biology Education, Faculty of Teacher Training and Educational Sciences, Muhammadiyah University of Jember.
Supervisor: (1) Novy Eurika, S.Si., M.Pd. (2) Rayh Sitta Nurmala, M.Pd.

Keyword: *joyful learning, game education,* the results of the study.

This research is distributed by many students who do not yet fully understand the material described by teacher. This is due to the way the submission of teachers who are less attractive, less fun, and less involving students directly in learning. There are other problems on how to deliver the material performed conventionally. The learning process is done conventionally dominated by the teacher will make students passive because students just listen, accept, and written material/ information provided by the teacher. Learning that result in students not enthusiastic towards the material presented and will have an impact on student learning outcomes. The approach used by teachers is less active students, the condition is less fun, and rarely use learning media that can improve learning outcomes. A different approach in learning is required for students to play a direct role in learning. One approach that fits this is joyful learning through investigation and game education. This research was conducted with the aim to find out the influence of joyful approach to learning through investigaton and games against education student learning results.

The type of this research is quasi experiment. There are two classes used. Wants a Class VII A with joyful approach to learning through investigation and game education, control classes VII B with conventional learning done in Junior High School Muhammadiyah 9 Watukebo. Test instruments used in the form of multiple choice question and descriptions. The sampling technique used in this study is purposive sampling by taking a subject based on specific objectives.

Based on the research, the results of the analysis of the test data obtained by Gaussian prerequisites is not normal. The data is not processed further with normal test hypothesis U Mann Whitney with a probability value (Sig 2-tailed) of 0,000 for pretest and 0,000 for posttest. Probability value 0,000 <0,05 indicates that H_0 is rejected and H_a is accepted, that there is difference influence of learning joyful learning through investigation and game education to learning result of experiment class student. The overall average value of cognitive experimental class higher than the class of the control.