

ABSTRACT

STEVANI CAROLINE RANGIAN (01669190034)

IMPROVEMENT OF CRITICAL THINKING ABILITIES, PROBLEM SOLVING ABILITIES, AND STUDENTS 'LEARNING INTEREST WITH BOARD GAME AT REGINA PACIS HIGH SCHOOL, JAKARTA

(xviii + 165 pages; 34 table; 4 appendix)

This research use research and development of the Borg & Gall model. This study aims to determine the results of developing the board game "*Asyiikounting*" as accounting learning media; the feasibility of the Board Game "*Asyiikounting*" as a learning media for Accounting based on the assessment of material experts and media experts and students; and analysis of the improvement of students' critical thinking skills, problem-solving skills, and students interest before and after use the "*Asyiikounting*" Board Game in class XII IPS SMA Regina Pacis Jakarta. The data was collected through documentation, questionnaires and measuring the post-test-pre-test. The "*Asyiikounting*" Board Game developed with the Borg & Gall model is feasible to use for accounting learning media. The results of the validation of the "*Asyiikounting*" Board Game from the material expert was feasible, media expert was very feasible and students was feasible. The use of the Board Game "*Asyiikounting*" in accounting learning can also significantly improve critical thinking skills, problem solving skills and student interest. So the conclusion is using the Board Game "*Asyiikounting*" as learning media effective support Accounting learning activities.

Keywords: Board Game, Learning Media, Critical Thinking Skill, Problem Solving Skill, Student's Learning Interest

Reference : 47 (2004-2020)

ABSTRAK

STEVANI CAROLINE RANGIAN (01669190034)

PENINGKATAN KEMAMPUAN BERPIKIR KRITIS, KEMAMPUAN PEMECAHAN MASALAH, DAN MINAT BELAJAR SISWA DENGAN BOARD GAME DI SMA REGINA PACIS JAKARTA

(xviii+ 165 halaman; 34 tabel; 3 lampiran)

Penelitian ini merupakan penelitian *Research and Development* model Borg & Gall. Penelitian ini bertujuan untuk mengetahui hasil tahapan pengembangan *board game* “Asyiikounting” sebagai media pembelajaran Akuntansi; kelayakan *Board game* “Asyiikounting” sebagai media pembelajaran Akuntansi berdasarkan evaluasi ahli materi dan ahli media dan siswa; dan analisis peningkatan kemampuan berpikir kritis siswa, peningkatan kemampuan pemecahan masalah, dan peningkatan minat belajar siswa siswa kelas XII IPS SMA Regina Pacis Jakarta sebelum dan sesudah penggunaan *Board Game* “Asyiikounting”. Pengumpulan data dilakukan melalui dokumentasi, angket dan pengukuran nilai *post test-pre test*. Hasil penelitian menunjukkan bahwa tahapan pengembangan menghasilkan produk akhir *Board Game* “Asyiikounting” sebagai media pembelajaran Akuntansi layak digunakan. Hasil validasi kelayakan *Board Game* “Asyiikounting” dari ahli materi mendapatkan predikat layak, dari ahli media sangat layak dan validasi siswa terhadap *Board Game* “Asyiikounting” pada implementasi produk mendapatkan predikat layak. Penggunaan *Board Game* “Asyiikounting” pada pembelajaran Akuntansi juga dapat meningkatkan kemampuan berpikir kritis, kemampuan pemecahan dan minat belajar secara signifikan. Sehingga kesimpulannya adalah pembelajaran dengan menggunakan media *Board Game* “Asyiikounting” efektif dapat mendukung kegiatan pembelajaran Akuntansi.

Kata Kunci: *Board Game*, Media Pembelajaran, Kemampuan Berpikir Kritis, Kemampuan Pemecahan Masalah, Minat Belajar Siswa

Referensi : 47 (2004-2020)