

## **ABSTRAK**

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### **PENERAPAN PERMAINAN DALAM PENINGKATAN MOTIVASI BELAJAR SISWA KELAS VIII SMP SWASTA SEMARANG**

(xiv + 76 halaman: 1 gambar; 1 tabel; 1 diagram; 25 lampiran)

Kata kunci : motivasi, permainan, Bahasa Indonesia

Berdasarkan observasi yang dilakukan, penulis menemukan adanya suatu masalah yaitu kurangnya motivasi siswa dalam belajar Bahasa Indonesia. Hal tersebut terjadi karena pembelajaran di kelas selalu dilakukan dengan metode ceramah. Oleh karena itu, penulis mencoba menerapkan pembelajaran yang aktif dan menarik yaitu permainan, agar siswa termotivasi dalam belajar.

Pengumpulan data dilakukan dengan pengambilan gambar, video, dan hasil observasi secara tertulis. Hasil observasi dituangkan dalam umpan balik mentor, jurnal refleksi, refleksi teaching log, hasil wawancara, dan kesan pesan siswa. Data yang diperoleh dianalisis secara deskriptif dan naratif.

Hasil penelitian membuktikan bahwa penerapan permainan dalam proses pembelajaran dapat meningkatkan motivasi siswa. Peningkatan tersebut dapat dilihat melalui sikap siswa dan keadaan kelas selama kegiatan belajar mengajar berlangsung.

Referensi: 25 (1978-2009).

### **THE USE OF GAMES TO INCREASE GRADE VIII STUDENT'S MOTIVATION IN A PRIVATE SCHOOL SEMARANG**

(xiv + 76 pages: 1 picture; 1 table; 1 diagram; 25 appendixs)

Keyword: motivation, games, Indonesian Language

Based on observations, the writer finds that there is a problem of lack of motivation of students in learning Indonesian Language. This is because the learning in the classroom is always done with traditional method (expository). Therefore, the writer tried to implement active learning through the games, in order to motivate students in learning.

The data collected by taking pictures, videos, and observations. Observations set forth in the mentor feedback, reflection journals, teaching logs' reflection, interviews, and students' comments. The data obtained were analyzed by descriptive and narrative.

The results showed that the use of games in the process of learning can enhance students' motivation. This can be proved by students' attitude and learning atmosphere during the session.

Reference: 25 (1978-2009).