

Abstrak

Motivasi dan hasil belajar siswa SMKN 2 Sampang pada mata pelajaran desain grafis percetakan tergolong rendah. Penyebab dari hal tersebut dikarenakan model pembelajaran kurang tepat. Oleh karena itu, diperlukan model pembelajaran yang aktif dan inovatif, yaitu model *discovery learning*. penelitian yang dilakukan di SMK Negeri 2 Sampang ini bertujuan; (1) untuk mengetahui efektivitas *discovery learning* pada mata pelajaran Desain Grafis Percetakan terhadap motivasi dan hasil belajar siswa; (2) Untuk mengetahui aktivitas pelaksanaan pembelajaran dengan menggunakan model *discovery learning* terhadap motivasi dan hasil belajar. Penelitian ini merupakan penelitian kuantitatif menggunakan *quasi experimental design* dengan desain penelitian *nonivalent control group design*. Pengambilan sampel pada penelitian ini menggunakan teknik *probability sampling* dengan jenis sampel jenuh. Sehingga semua anggota populasi dijadikan sampel yaitu kelas XI-MM 1 sebagai kelas eksperimen dan kelas XI-MM 2 sebagai kelas kontrol. Indikator suatu pembelajaran dikatakan efektif apabila indikator sudah terpenuhi, yaitu (1) hasil belajar mencapai 78% dari 75% jumlah siswa yang memenuhi KKM; (2) aktivitas guru rata-rata 94,88% kategori sangat baik; (3) aktivitas siswa rata-rata 85,35% kategori sangat baik; (4) respon siswa rata-rata 81% kategori sangat baik. Berdasarkan hasil uji signifikan (uji-t) nilai t_{hitung} sebesar 2,04451 > t_{tabel} sebesar 2,042272. Maka H_a diterima. Berdasarkan hasil uji signifikan (uji-t) diperoleh nilai t_{hitung} sebesar 7,46638 > t_{tabel} 2,042272. Maka H_a diterima Sehingga pembelajaran *discovery learning* dikatakan “efektif” pada mata pelajaran desain grafis percetakan terhadap motivasi dan hasil belajar siswa di SMK Negeri 2 Sampang.

Kata Kunci: Efektivitas, Discovery Learning, Motivasi, Hasil Belajar

Abstract

motivation and learning outcomes of students of SMK 2 Sampang on printing graphic design subjects are relatively low. The cause of this is because the conventional learning model is not right. therefore, active and innovative learning models are needed, namely discovery learning models. The research conducted in SMK Negeri 2 Sampang have some aims; (1) To know the effectiveness of discovery learning in Printing Design Grafis subject in motivation and the result of students learning; (2) To know the learning process use in Discovery Learning model in motivation and learning result. This research use quantitative research. This research use Quasi Experiental design. The research design use is nonquivalent control group design. The sample was used in reaserch is probability sampling technique with a kind of saturated sample So that, all the populations are only Sampled, they are at xi-MM grade as experiment class and XI-MM 2 grade as class control. The indicator of learning can become effective if all indicator have been fulfilled. They are; (1) learning outcomes reach 78% of the 75% of students who meet the KKM; (2) The average of teachers activities are 94,88% included in good category; (3) The average of students activities are 85,35% included in good category; (4) The average of students respons are 81% included in good category. Based on the significant result (Uji-t) get a value of (t hitung) in the amount of 2,04451 > (t tabel) in the amount of 2,042272. So, Ha received. Based on the significant result (Uji-t) get a value of (t hitung) in the amount of 7,46638 > (t tabel) 2,042272. So, Ha received. Ini this case, the study of discovery learning become "effective" in Printing Design Grafis subject in motivation and students learning result at SMK Negeri 2 Sampang.

Kata Kunci: *Efectiveeness, Discovery Learning, Study Motivation, Study Result*