

Sri Yuliani Susanti.2023. Pengaruh Model Pembelajaran *Snowball Throwing* terhadap hasil belajar pada materi Organisasi dan Arsitektur Komputer. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Muchamad Arif, S.Pd., M.Pd.

## ABSTRAK

Kurangnya pemahaman pada siswa dapat disebabkan oleh ketidaktepatan model pembelajaran yang digunakan. Berdasarkan hasil wawancara dengan guru kelas X SMK Ifadah, dalam proses belajar mengajar hanya menggunakan model pembelajaran berupa ceramah dan tanya jawab, membuat siswa mengalami hasil belajar yang tidak mencapai KKM. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *snowball throwing* terhadap hasil belajar pada materi organisasi dan arsitektur komputer, beserta aktivitas pelaksanaan dan respon siswanya. Penelitian ini berjenis kuantitatif dengan *Nonequivalent Control Group Design* dengan populasi 47 siswa, dimana kelas X TKJ 1 sebagai kelas kontrol dan kelas X TKJ 2 sebagai kelas kontrol. Pengumpulan data berupa instrumen tes, observasi, dan angket. Berdasarkan hasil penelitian diperoleh, (1) Aktifitas guru memperoleh presentase 96,67% berkategori “Sangat Baik” dan aktifitas siswa memperoleh presentase 83,35%, berkategori “Baik”. (2) Respon siswa pada pembelajaran dengan model *snowball throwing* mendapat presentase 84%, berkategori “Kuat” atau mendapat tanggapan baik dari siswa. (3) Hasil uji signifikan menyatakan terdapat pengaruh signifikan antara model pembelajaran *snowball throwing* dengan hasil belajar siswa (ranah kognitif) dengan hasil  $t_{hitung} > t_{tabel}$  atau  $2,830 > 2,052$ , maka  $H_0$  dinyatakan ditolak dan  $H_a$  dinyatakan diterima. Sehingga, dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *snowball throwing* terhadap hasil belajar pada materi organisasi dan arsitektur komputer kelas X TKJ di SMK Ifadah.

**Kata Kunci:** Model Pembelajaran *Snowball Throwing*, Hasil Belajar, Organisasi dan Arsitektur Komputer

Sri Yuliani Susanti. 2023. *The Effect of the Snowball Throwing Learning Model on Learning Outcomes in Organizational and Computer Architecture material*. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor : Muchamad Arif, S.Pd., M.Pd.

## **ABSTRACT**

*Lack of understanding of students can be caused by the inaccuracy of the learning model used. Based on the results of interviews with class X teachers at SMK Ifadah, in the teaching and learning process only using learning models in the form of lectures and questions and answers, making students experience learning outcomes that do not reach the KKM. This study aims to determine the effect of the snowball throwing learning model on learning outcomes in organizational material and computer architecture, along with the implementation activities and student responses. This research is a quantitative type with Nonequivalent Control Group Design with a population of 47 students, where class X TKJ 1 is the control class and class X TKJ 2 is the control class. Data collection is in the form of test instruments, observations, and questionnaires. Based on the results of the study, (1) teacher activities obtained a percentage of 96.67% in the "Very Good" category and student activities obtained a percentage of 83.35%, categorized as "Good". (2) Student responses to learning using the snowball throwing model received a percentage of 84%, categorized as "Strong" or received good responses from students. (3) The results of the significant test stated that there was a significant influence between the snowball throwing learning model and student learning outcomes (cognitive domain) with the results of  $t_{count} > t_{table}$  or  $2.830 > 2.052$ , then  $H_0$  was declared rejected and  $H_a$  was declared accepted. So, it can be concluded that there is an influence of the snowball throwing learning model on learning outcomes on organizational material and computer architecture for class X TKJ at SMK Ifadah.*

**Keywords:** *Snowball Throwing Learning Model, Learning Outcomes, Organization and Computer Architecture*