

Abstrak

Tujuan dilakukannya penelitian ini adalah: 1) mengetahui pengaruh model *experiential learning* terhadap motivasi belajar siswa pada mata pelajaran simulasi digital; 2) mengetahui pengaruh model *experiential learning* terhadap hasil belajar siswa pada mata pelajaran simulasi digital; 3) mengetahui keterlaksanaan model *experiential learning* terhadap motivasi dan hasil belajar siswa pada mata pelajaran simulasi digital; dan 4) mengetahui respon siswa terhadap penggunaan model *experiential learning* pada mata pelajaran simulasi digital. Penelitian ini merupakan penelitian kuantitatif yang menggunakan *Quasi Experimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Pengambilan sampel pada penelitian ini menggunakan teknik *nonprobability sampling* dengan jenis sampel jenuh. Instrumen yang digunakan adalah angket motivasi *pretest-posttest*, tes hasil belajar *pretest-posttest*, lembar observasi aktivitas guru dan siswa, serta angket respon siswa. Berdasarkan hasil uji signifikan (uji-t) diperoleh nilai t_{hitung} sebesar $2,650 > t_{tabel}$ sebesar 2,101. Sehingga dapat disimpulkan bahwa model *experiential learning* berpengaruh terhadap motivasi belajar siswa pada mata pelajaran simulasi digital. Berdasarkan hasil uji signifikan (uji-t) diperoleh nilai t_{hitung} sebesar $3,070 > t_{tabel}$ sebesar 2,101. Sehingga dapat disimpulkan bahwa model *experiential learning* berpengaruh terhadap hasil belajar siswa pada mata pelajaran simulasi digital. Hal ini diperkuat dengan hasil observasi aktivitas guru sebesar 81,65% dengan kategori sangat baik, aktivitas siswa sebesar 73,375% dengan kategori baik, dan angket respon diperoleh hasil 81,87% dengan kategori sangat baik.

Kata kunci: model *experiential learning*, motivasi belajar, hasil belajar

Abstract

The objectives of this study are: 1) to know the effect of experiential learning model on students learning motivation in digital simulation subject; 2) to know the effect of experiential learning model on students learning outcomes in digital simulation subject; 3) to determine the feasibility of experiential learning model on students learning motivation and learning outcomes in digital simulation subject; 4) to find out the students' responses on the use of experiential learning model in digital simulation subject. This study is a quantitative research that uses Quasi Experimental Design with Nonequivalent Control Group Design as research design. Sampling in this study uses nonprobability sampling technique with a type of saturated sample, which means that all members of population are sampled. The instruments that used are pretest-posttest motivation questionnaire, pretest-posttest learning outcomes test, teacher and student activity observation sheet and students' response questionnaire. Based on the results of significant test (t-test), it is obtained the value of t_{count} is 2,650 > t_{table} is 2,101. Thus, it can be concluded that the experiential learning model has an effect on students learning motivation in digital simulation subject. Based on the results of significant test (t-test), it is obtained the value of t_{count} is 3,070 > t_{table} is 2,101. Thus, it can be concluded that the experiential learning model has an effect on students learning outcomes in digital simulation subject. This is reinforced by the results of teacher activity observation that is 81.65% with very good category, student activity that is 73.375% with good category, and from the calculation of response questionnaire, it is obtained the result of 81.87% with very good category.

Keywords: *experiential learning model, learning motivation, learning outcomes*