

Ayuni Maulidah 2022. “*Pengaruh Metode Bermain Peran (role playing) terhadap kemampuan bernegosiasi siswa kelas X SMA Dr. Musta’in Romly Payaman Solokuro Lamongan 2021-2022*”. Skripsi. Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Ayyu Subhi Farahiba, S.Pd., M.Pd.

ABSTRAK

Pembelajaran Bahasa Indonesia yang masih menggunakan metode pembelajaran yang klasikal, perlu adanya inovasi dan kreativitas baru untuk memilih dan menggunakan metode pembelajaran yang disesuaikan pada kebutuhan materi. Tujuan penelitian ini untuk mengetahui hasil dan pengaruh penerapan metode bermain peran (*role playing*) terhadap kemampuan bernegosiasi siswa kelas X SMA Dr. Musta’in Romly. Penelitian ini menggunakan metode kuantitatif dengan desain penelitian *true experimental* dan pengambilan sampel yang menggunakan teknik simple random sampling. Penelitian ini dilengkapi dengan instrumen penelitian seperti; tes, angket, dan wawancara. Kemudian analisis data menggunakan uji validitas, uji reliabilitas, uji normalitas, uji homogenitas dan uji T. Hasil kemampuan belajar siswa kelas X pada teks negosiasi pada kelompok kontrol dan eksperimen yaitu dengan diperoleh hasil pretset dan posttest. Hasil *pretest* kelompok kontrol dengan nilai rata-rata sebesar 69, sedangkan pada kelompok eksperimen nilai rata-rata sebesar 72. Kemudian untuk hasil nilai rata-rata *posttest* kelompok kontrol diperoleh 70 dan kelompok eksperimen di peroleh 83. Dari nilai hasil kemampuan belajar tersebut kemudian diuji menggunakan uji T untuk melihat pengaruh penerapan metode bermain peran (*role playing*) dan diperoleh, $t_{hitung} = 13.427$ dan $t_{tabel} = 2.10982$. Jadi, dapat disimpulkan bahwa $t_{hitung} > t_{tabel}$, dengan demikian dapat diartikan bahwa, terdapat pengaruh yang signifikan terhadap penerapan metode pembelajaran bermain peran (*Role playing*) terhadap kemampuan siswa kelas X SMA Dr. Musta’in Romly Payaman Solokuro Lamongan.

Kata kunci: metode pembelajaran, bermain peran (*role playing*), teks negosiasi.

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ABSTRACT

Indonesian language learning, which still uses classical learning method, need innovation and creativity to choose and use learning method that are adapted to the material needed. The purpose of this study was to determine the result and the effect of the application of the role-playing method on the negotiation competence of the tenth grade students at SMA Dr. Musta'in Romly. This research used a quantitative method with a true experimental research design and a simple random sampling technique. This research is equipped with research instruments, such as: tests, questionnaire, and interview. Furthermore, the data analysis used the validity test, reliability test, normality test, homogeneity test, and T-test. The results of the learning competence of tenth grade students on negotiation texts in the control and experimental groups were obtained by pretest and posttest. The results of the pretest control group had an average score of 69, while in the experimental group the average score was 72. Then, for the results of the average posttest score of the control group, they obtained 70 and the experimental group obtained 83. From the score of the learning competence result, they were tested using the T-test to see the effect of the application of the role-playing method and obtained: $t\text{-count} = 13.427$ and $t\text{-table} = 2.10982$. So, it can be concluded that $t\text{-count} > t\text{-table}$. Therefore, it can be interpreted that there is a significant effect on the application of the role-play method on the competence of tenth grade students at SMA Dr. Musta'in Romly Payaman Solokuro Lamongan.

Keywords: *learning method, role playing, negotiation text.*