

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh metode DLPS (*Double Loop Problem Solving*) terhadap hasil belajar siswa dalam pembelajaran pemrograman berorientasi objek kelas XI RPL di SMK Negeri 1 Kamal yang dilihat dari: 1) hasil belajar siswa; 2) aktivitas guru dan aktivitas siswa; dan 3) respon siswa terhadap pembelajaran. Penelitian ini merupakan penelitian kuantitatif yang menggunakan *Quasi Experimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Teknik pengambilan sampel dalam penelitian ini adalah menggunakan *Nonprobability sampling* dengan teknik *sampling jenuh*, yaitu pada kelas XI RPL yang berjumlah dari 53 siswa yang dibagi menjadi dua kelompok yaitu terdiri dari 27 siswa kelas eksperimen dan 26 siswa kelas kontrol. Instrumen yang di gunakan adalah tes hasil belajar berupa *pretest* dan *posttest*, lembar observasi aktivitas guru, lembar observasi aktivitas siswa dan dan angket respon siswa. Hasil penelitian diperoleh rata-rata hasil belajar *posttest* kelas eksperimen sebesar 77,69 dan *posttest* kelas kontrol sebesar 70,38. Berdasarkan hasil uji statistik diperoleh $t_{hitung} = 2,186 > t_{tabel} = 2,064$, maka H_0 ditolak dan H_a diterima, artinya ada pengaruh yang signifikan pada penggunaan metode DLPS (*Double Loop Problem Solving*) terhadap hasil belajar siswa materi *class* dan *object* kelas XI RPL di SMK Negeri 1 Kamal. Hal ini diperkuat dengan hasil observasi aktivitas guru sebesar 85% dengan kategori sangat baik dan aktivitas siswa sebesar 62,73% yaitu kategori baik. Kemudian dari perhitungan angket respon diperoleh hasil 65% dengan kategori baik.

Kata Kunci : Pengaruh, metode DLPS, *Double Loop Problem Solving*, Hasil Belajar

Abstract

This study aims to determine the effect of Double Loop Problem Solving learning of method on student's cognitive learning outcomes on the subjects of class XI RPL Object Oriented Programming at SMK Negeri 1 Kamal viewed from: 1) students' learning outcomes; 2) teacher activity and student activity; 3) student response in learning. This research is a quantitative research using Quasi Experimental Design with Nonequivalent Control Group research design. The sample of this study are Nonprobability sampling with saturated sampling design, those are students of class XI RPL at SMK Negeri 1 Kamal as many as 53 students. Then divided into two groups namely the experimental group amounted to 27 students and the control group amounted to 26 students. The instrument in this results of learning in the form of pretest and posttest, teacher activity observation sheet, student activity observation sheet and and student response questionnaire are used as the instruments. The result showed that the average of experimental group posttest learning result was 77,69 and control group posttest was 70,38. Based on the results of statistical tests implicatly obtained= $2,186 > t_{table} = 2.064$, then H_0 is rejected because the count is greater than t_{table} and H_a accepted, it means there is a significant influence on the use of Double Loop Problem Solving learning of method the student learning results of the object oriented programming subjects in class XI RPL at SMK Negeri 1 Kamal. On the sheet of activity was 85% with good category and activity student was 62,73% with good category. And then student response questionnaire was 65% with good category.

Keywords: Influence, DLPS learning of method, Double Loop Problem Solving, Learning Result