

## **ABSTRAK**

### **PENGARUH MODEL PEMBELAJARAN DAN *SITUATIONAL INTEREST* TERHADAP HASIL BELAJAR PERMAINAN BOLABASKET**

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Tujuan penelitian ini adalah untuk melihat pengaruh model pembelajaran dan *situational interest* terhadap hasil belajar permainan bolabasket. Metode penelitian yang digunakan Quasi eksperimental dengan design *counterbalanced design*. Populasi penelitian ini adalah seluruh siswa kelas VII SMPN 1 Cisarua Bandung dan sampel penelitian berjumlah 76 siswa. *Situational interest* siswa diukur menggunakan *Situational interest Scale* dari Ang Chen dkk (2001) sedangkan hasil belajar permainan bola basket diukur menggunakan *Games Performance Assesment Instrument* (GPAI). Seluruh data diolah menggunakan *SPSS 18 for windows* menggunakan *Analysis of Covariant* (ANCOVA). Hasil pengolahan data menunjukkan bahwa 1) model pembelajaran (TGfU dan Konvensional) memberikan pengaruh yang positif dan signifikan terhadap hasil belajar permainan bolabasket. 2) *situational interest* tidak memberikan pengaruh yang signifikan terhadap peningkatan hasil belajar permainan bolabasket. 3) model pembelajaran (TGfU dan Konvensional) dan *situational interest* secara simultan tidak memberikan pengaruh terhadap hasil belajar permainan bilabasket. Berdasarkan hasil pengolahan tersebut dapat disimpulkan bahwa model pembelajaran merupakan variabel yang dapat mempengaruhi hasil belajar permainan bolabasket.

Kata kunci : model pembelajaran, tgfu, *situational interest*, dan hasil belajar.

## **ABSTRACT**

### **THE EFFECT OF INSTRUCTIONAL MODEL AND SITUATIONAL INTEREST ON BASKETBALL GAMES LEARNING OUTCOMES**

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The aim of this study was to perceive the effect of instructional model and situational interests on basketball games learning outcomes. Quasi-experimental research method was used with a counterbalanced design. This study population was all 7<sup>th</sup> grade students in SMPN 1 Cisarua Bandung with 76 students as a sample. Situational interests of students was measured by situational interest scale from Ang Chen et.al., (2001), while the results of basketball games learning outcomes measured by Games Performance Assessment Instrument (GPAI). All data was processed using SPSS 18 for windows using Analysis of Covariant (ANCOVA). Data processing results showed that: 1) Instructional models (TGfU and Conventional) gave a positive and significant effect on basketball games learning outcomes. 2) Situational interests doesn't have a signigicant effect on the improvement of basketball games learning outcomes. 3) Instructional models (TGfU and Conventional) and situational interests are simultaneously didn't affect on basketball games learning outcomes. Based on the results of the data processing concluded that the instructional models is a variable that can affect basketball games learning outcomes.

Keywords: Instructional model, TGfU, situational interests, and learning outcomes.