

PENGARUH STRATEGI *SELF-REGULATED LEARNING* BERBASIS
BLENDED LEARNING TERHADAP MOTIVASI BELAJAR DALAM
PEMBELAJARAN PERMAINAN TENIS MEJA

SKRIPSI

Diajukan untuk memenuhi sebagian syarat untuk memperoleh gelar Sarjana
Pendidikan



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Sebuah skripsi yang diajukan untuk memenuhi salah satu syarat memperoleh gelar
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ABSTRAK

Rama Arifansyah NIM (1603767) Skripsi: Pengaruh Strategi Self Regulated Learning Berbasis Blended Learning Terhadap Motivasi Belajar Dalam Pembelajaran Permainan Tenis Meja. Skripsi ini dibimbing oleh Carsiwan, M.Pd dan Dr. Dian Budiana, M.Pd., Program Studi Pendidikan Jasmani Kesehatan dan Rekreasi, Fakultas Pendidikan Olahraga dan Kesehatan, Universitas Pendidikan Indonesia, 2021.

Motivasi merupakan bagian penting dalam diri seseorang untuk menjadi acuan dalam proses untuk menggapai suatu tujuan. Dalam proses pembelajaran, mahasiswa seharusnya memiliki motivasi yang tinggi karena sangat diperlukan untuk membangkitkan semangat belajar sehingga kegiatan belajar dapat berjalan dengan baik. Dengan demikian perlunya kajian model pembelajaran yang dapat meningkatkan motivasi belajar mahasiswa. Oleh sebab itu, peneliti melakukan kajian dengan tujuan untuk mengetahui pengaruh penerapan model pembelajaran *blended learning* terhadap motivasi belajar mahasiswa. Tujuan dalam penelitian ini yaitu ingin mengetahui pengaruh strategi *Self Regulated Learning* berbasis *Blended Learning* terhadap motivasi belajar dalam pembelajaran permainan tenis meja. Metode penelitian yang digunakan peneliti yaitu *quasi eksperimental* dengan *non equavalen grup design*. Sampel yang digunakan yaitu sebanyak 24 mahasiswa yang mengontrak perkuliahan pembelajaran permainan tenis meja dimana 12 kelompok eksperimen, dan 12 orang kelompok kontrol. Perlakuan yang digunakan pada kelompok eksperimen yaitu dengan melakukan penerapan pembelajaran *blended learning* dan *self regulated learning* dan perlakuan terhadap grup kontrol tanpa *blended learning*. Analisis data pada penelitian ini menggunakan pengujian rata-rata dengan bantuan *software SPSS (Statistikal Product and Service Solution)* versi 25.0. Hasil menunjukkan bahwa terdapat perbedaan signifikan motivasi belajar pada kelompok eksperimen dan kelompok kontrol setelah dilakukan perlakuan. Selain itu didapatkan bahwa penerapan pembelajaran *blended learning* dan *self regulated learning* memiliki pengaruh terhadap peningkatan motivasi belajar mahasiswa dalam pembelajaran permainan tenis meja.

Kata kunci : *Blended Learning, Self-Regulated Learning, Motivasi Belajar*

ABSTRACT

Rama Arifansyah (NIM 1603767) The Influence of Blended Learning Based Self Regulated Learning Strategy on Learning Motivation in Learning Table Tennis Game. Under the guidance of Carsiwan, M.Pd and mentor Dr. Dian Budiana, M.Pd., Departement Physical Education, Faculty of Sport and Scien Health Education, Universitas Pendidikan Indonesia, 2021.

Motivation is an important part of a person to become a reference in the process of reaching a goal. In the learning process, students should have high motivation because it is very necessary to arouse enthusiasm for learning so that learning activities can run well. Thus the need for a study of learning models that can increase student learning motivation. Therefore, the researcher conducted a study with the aim of knowing the effect of the application of the blended learning model on student learning motivation. The purpose of this study is to determine the effect of the *Blended Learning-based Self Regulated Learning* strategy on learning motivation in learning table tennis. The research method used by researchers is quasi experimental with non-equevalent group design. The sample used was 24 students who contracted lectures for learning table tennis, where 12 were the experimental group, and 12 were the control group. The treatment used in the experimental group is by implementing *blended learning* and *self regulated learning* and treating the control group without blended learning. Data analysis in this study used average testing with the help of software SPSS (*Statistical Product and Service Solution*) version 25.0. The results show that there is a significant difference in learning motivation in the experimental group and the control group after the treatment. In addition, it was found that the application of blended learning and self-regulated learning had an effect on increasing student learning motivation in learning table tennis.

Keywords: *Blended Learning, Self-Regulated Learning, Learning Motivation*

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