

**PENGUNAAN MEDIA *STORY MAPS* DALAM PEMBELAJARAN
GEOGRAFI DAN IMPLIKASINYA TERHADAP MINAT BELAJAR
SISWA DI SMA NEGERI 1 SINGARAJA**

Oleh

Restu Ade Yanti

Program Studi Pendidikan Geografi

ABSTRAK

Penelitian ini bertujuan menganalisis: (1) penerapan media ArcGIS *Story Maps* dalam pembelajaran geografi untuk meningkatkan minat belajar, (2) minat belajar siswa sebelum dan sesudah diterapkan media ArcGIS *Story Maps*, dan (3) pengaruh media ArcGIS *Story Maps* terhadap minat belajar siswa dalam pembelajaran geografi pada kelas XI IIS SMA Negeri 1 Singaraja. Penelitian dirancang sebagai penelitian eksperimen semu (*Quasi Experimental Design*) *Non Equivalent Control Group Design* menggunakan studi populasi/sensus pada dua kelas. Kedua kelas memiliki kesetaraan sehingga dilakukan randomisasi dan menetapkan kelas XI IIS 2 sebagai kelompok eksperimen dan kelas XI IIS 1 sebagai kelompok kontrol serta guru geografi pada kelas bersangkutan. Pengumpulan data menggunakan metode observasi, kuesioner dan dokumentasi. Teknik analisis data yang digunakan adalah deskriptif kualitatif dan analisis inferensial menggunakan uji-t serta analisis regresi linier sederhana. Hasil penelitian menunjukkan bahwa: (1) Guru telah mampu mengimplementasikan media ArcGIS *Story Maps* dalam pembelajaran geografi dengan kriteria sangat baik (89,93), (2) terdapat perbedaan minat belajar siswa secara signifikan antara sebelum dan sesudah diimplementasikan media pembelajaran ArcGIS *Story Maps* dalam pembelajaran Geografi di kelas XI IIS SMA Negeri 1 Singaraja ($0,048 < 0,05$), dan (3) terdapat pengaruh positif dan signifikan media pembelajaran ArcGIS *Story Maps* terhadap minat belajar Geografi siswa kelas XI IIS SMA Negeri 1 Singaraja ($4,234 > 2,048$). Berdasarkan hasil tersebut dapat disimpulkan bahwa media ArcGIS *Story Maps* dapat memberikan pengaruh positif terhadap minat belajar siswa dan dapat dijadikan sebagai referensi media pembelajaran bagi guru.

Kata Kunci: ArcGIS *Story Maps*, Media pembelajaran, Minat Belajar Geografi Siswa, Pembelajaran Geografi

**THE USE OF STORY MAPS MEDIA IN GEOGRAPHY LEARNING AND
ITS IMPLICATIONS FOR STUDENT LEARNING INTERESTS AT SMA
NEGERI 1 SINGARAJA**

Restu Ade Yanti

Geography Education Study Program

ABSTRACT

This study aims to analyze: (1) the application of ArcGIS Story Maps media in geography learning to increase learning interest, (2) student learning interest before and after the application of ArcGIS Story Maps media, and (3) the effect of ArcGIS Story Maps media on students' learning interest in geography learning in class XI IIS SMA Negeri 1 Singaraja. The research was designed as a quasi-experimental design (Quasi Experimental Design) Non Equivalent Control Group Design using population/census studies in two classes. Both classes had equality so randomization was carried out and assigned class XI IIS 2 as the experimental group and class XI IIS 1 as the control group and the geography teacher in the class concerned. Collecting data using the method of observation, questionnaires and documentation. The data analysis technique used is descriptive qualitative and inferential analysis using the t-test and simple linear regression analysis. The results showed that: (1) Teachers were able to implement ArcGIS Story Maps media in geography learning with very good criteria (89.93), (2) there were significant differences in students' learning interests between before and after implementing ArcGIS Story Maps learning media in Geography learning in class XI IIS SMA Negeri 1 Singaraja ($0.048 < 0.05$), and (3) there is a positive and significant influence of ArcGIS Story Maps learning media on interest in learning Geography of class XI IIS SMA Negeri 1 Singaraja ($4.234 > 2.048$). Based on these results it can be concluded that the ArcGIS Story Maps media can have a positive influence on students' learning interest and can be used as a reference learning media for teachers.

Keywords: ArcGIS Story Maps, Learning Media, Students' Interest in Learning Geography, Learning Geography