

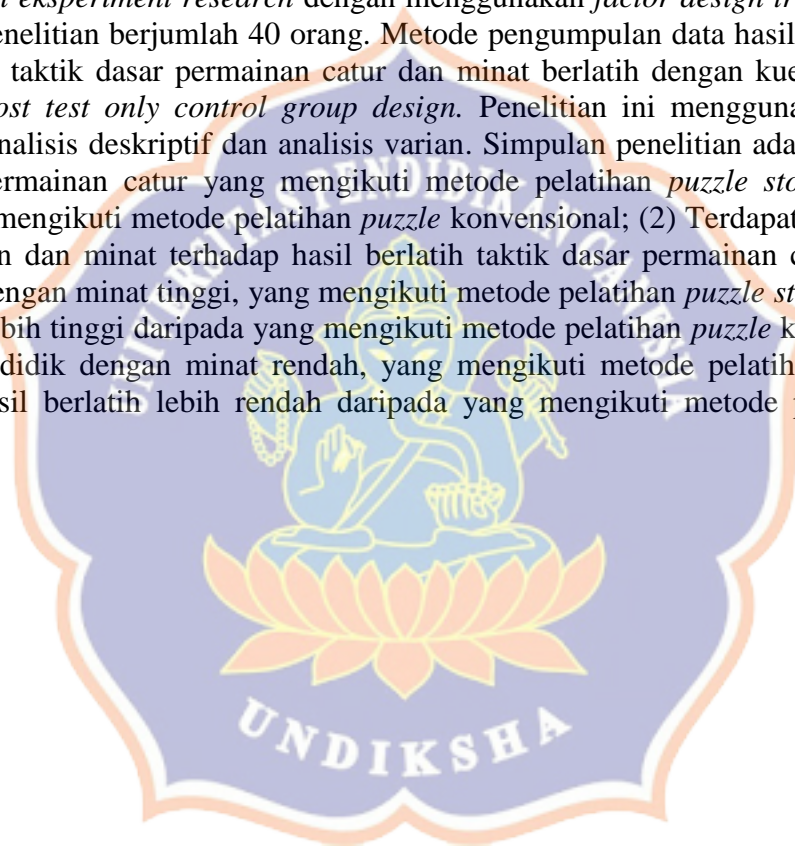
## ABSTRAK

Hasanah, Laelatul (2023), Pengaruh Metode Pelatihan Puzzle Catur dan Minat terhadap Hasil Berlatih Taktik Dasar Permainan Catur di Sekolah Dasar. Tesis, Pendidikan Olahraga, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata Kunci : Puzzle, Taktik, Minat, Hasil Berlatih

Penelitian eksperimen ini bertujuan untuk mengetahui hasil berlatih taktik dasar permainan catur melalui metode pelatihan *puzzle storm* dan metode pelatihan *puzzle* konvensional. Penelitian *quasi eksperiment research* dengan menggunakan *factor design treatment by level 2x2*. Sampel penelitian berjumlah 40 orang. Metode pengumpulan data hasil berlatih dengan tes unjuk kerja taktik dasar permainan catur dan minat berlatih dengan kuesioner. Analisis data dengan *post test only control group design*. Penelitian ini menggunakan dua teknik analisis yaitu analisis deskriptif dan analisis varian. Simpulan penelitian adalah: (1) Berlatih taktik dasar permainan catur yang mengikuti metode pelatihan *puzzle storm* lebih tinggi daripada yang mengikuti metode pelatihan *puzzle* konvensional; (2) Terdapat interaksi antara model pelatihan dan minat terhadap hasil berlatih taktik dasar permainan catur; (3) Untuk peserta didik dengan minat tinggi, yang mengikuti metode pelatihan *puzzle storm* mempunyai hasil berlatih lebih tinggi daripada yang mengikuti metode pelatihan *puzzle* konvensional; (4) Untuk peserta didik dengan minat rendah, yang mengikuti metode pelatihan *puzzle storm* mempunyai hasil berlatih lebih rendah daripada yang mengikuti metode pelatihan *puzzle* konvensional.



## ABSTRACT

Hasanah, Laelatul (2023), The Influence of the Chess Puzzle Training Method and Interest on the Results of Practicing Basic Chess Tactics in Elementary Schools. Thesis, Sports Education, Postgraduate Program, Ganesha University of Education.

This thesis has been approved and examined by Supervisor I : Dr. Wahjoedi., M.Pd. and Advisor II : Dr. Made Agus Wijaya, S.Pd., M.Pd.

Keywords: Puzzle, Tactics, Interest, Practice Results

This experimental research aims to determine the results of practicing basic chess tactics using the puzzle storm training method and conventional puzzle training methods. Quasi experimental research using factor design treatment by level 2x2. The research sample consisted of 40 people. The method for collecting data on practice results is a performance test on basic chess tactics and interest in practice using a questionnaire. Data analysis using post test only control group design. This research uses two analysis techniques, namely descriptive analysis and analysis of variance. The research conclusions are: (1) Practicing basic chess game tactics following the puzzle storm training method is higher than those following the conventional puzzle training method; (2) There is an interaction between the training model and interest in the results of practicing basic chess tactics; (3) For students with high interest, those who follow the puzzle storm training method have higher practice results than those who follow the conventional puzzle training method; (4) For students with low interest, those who follow the puzzle storm training method have lower practice results than those who follow the conventional puzzle training method.

