

**PENGARUH MODEL PEMBELAJARAN PROBLEM BASED LEARNING
BERBANTUAN MEDIA DIORAMA VIRTUAL TERHADAP MINAT
BELAJAR SEJARAH SISWA DI SMA NEGERI 1 TEGALDLIMO**

Oleh

Alfiatul Janah, NIM 2214021010

Prodi Pendidikan Sejarah

ABSTRAK

Penelitian ini bertujuan untuk: (1) menganalisis pengaruh model pembelajaran *Problem Based Learning* berbantuan Diorama Virtual terhadap minat belajar sejarah siswa kelas X. (2) Minat belajar sejarah sebelum dan sudah diterapkan model *Problem Based Learning* berbantuan Diorama Virtual. Permasalahan rendahnya minat belajar sejarah siswa menjadi permasalahan utama yang dilatar belakangi oleh dominasi pembelajaran konvensional berbasis ceramah yang kurang interaktif. Dalam penelitian ini mempergunakan metode penelitian quasi experimental design dengan desain non equivalent control group, penelitian ini melibatkan 72 siswa dibagi jadi kelas eksperimen (X7) dan kelas kontrol (X6). Data dikumpulkan lewat angket minat belajar dan observasi, selanjutnya diolah mempergunakan uji t-test sampel berpasangan dan sampel independen. Hasil yang diperoleh menunjukkan adanya pengaruh signifikan dari model pembelajaran *Problem Based Learning* berbantuan Diorama Virtual terhadap minat belajar sejarah siswa bernilai t-hitung $6,768 > t\text{-tabel } 2,030$ dan signifikansi $<0,001$. Terlihat adanya perbedaan signifikan antara kelas eksperimen dan kelas kontrol yang ditunjukkan nilai N-Gain pada kelas eksperimen $0,3812$ “kategori sedang” dan kelas kontrol $0,0828$ “kategori rendah”. Studi ini membuktikan bahwasanya dengan kombinasi pembelajaran menggunakan model *Problem Based Learning* berbantuan Diorama Virtual efektif meningkatkan indikator minat belajar meliputi perasaantertarik, perhatian, menyenangkan dan partisipasi siswa dalam pembelajaran sejarah, serta perubahan pola pembelajaran yang berpusat pada guru menjadi pada siswa yang lebih bermakna dan kontekstual.

Kata kunci: *Problem Based Learning*; Diorama Virtual; minat belajar; pembelajaran sejarah

ABSTRACT

This research aims to: (1) analyze the influence of the Problem Based Learning learning model assisted by Diorama Virtual on the interest in learning history of class X students. (2) Interest in learning history before and has been applied the Problem Based Learning model with the help of Dioram Virtual. The problem of low interest in students in learning history is the main problem behind the dominance of conventional learning based on lectures that are less interactive. In this study using a quasi experimental design research method with a non-equalivalent control group design, this study involved 72 students divided into experimental classes (X7) and control classes (X6). Data was collected through learning interest and observation questionnaires, then processed using paired sample t-test and independent sample. The results obtained show a significant influence of the Problem Based Learning model assisted by Virtual Diorama on the interest in learning history of students with a value of t-count 6,768 > t-table 2,030 and significance <0,001. It is seen that there is a significant difference between the experimental class and the control class shown by the N-Gain value in the experimental class of 0.3812 "medium category" and the control class 0.0828 "low category". This study proves that with the combination of learning using the Problem Bades Learning model with the help of Virtual Diorama is effective in increasing the indicators of learning interest including feelings of interest, attention, fun and student participation in learning history, as well as changing the teacher-centered learning pattern into a more meaningful and contextual student.

Keywords: *Problem Based Learning; Diorma Virtual; learning interest; history learning*

