

ABSTRAK

WITA LINDAWATI, 2023. **Pengaruh Media Pembelajaran *Flash Card* Terhadap Motivasi Belajar Pada Mata Pelajaran Sejarah Dalam Materi Pokok Manusia Purba Di Dunia Kelas X IPS SMAN 8 Tasikmalaya Semester Genap Tahun Ajaran 2022/2023.** Jurusan Pendidikan Sejarah Fakultas Keguruan dan Ilmu Pendidikan Universitas Siliwangi.

Penelitian bertujuan mengetahui pengaruh dari media pembelajaran *flash card* terhadap motivasi belajar peserta didik pada materi pokok manusia purba di Indonesia dan dunia dalam pembelajaran sejarah di kelas X IPS SMAN 8 Tasikmalaya pada semester genap tahun ajaran 2022/2023. Penelitian dilakukan pada kelas eksperimen yaitu kelas X IPS 5, sedangkan kelas X IPS 2 sebagai kelas kontrol. Metode penelitian yang digunakan yaitu penelitian kuantitatif dengan metode *Quasi experiment* dan teknik sampling menggunakan purposive sampling. Teknik pengumpulan data pada penelitian ini menggunakan angket, observasi, dan dokumentasi. Teknik analisis data yang digunakan adalah uji validitas, uji reabilitas, uji normalitas, uji homogenitas dan uji hipotesis. Hasil penelitian ini menunjukkan bahwa proses pembelajaran ini sama dengan proses pembelajaran pada umumnya yang membedakan ialah penggunaan media pembelajaran *flash card* dan proses pembelajaran yang kondusif dan antusias dari peserta didik, sebab penggunaan media pembelajaran yang digunakan adalah hal yang baru yakni *flash card* di kelas X IPS 2 mampu menumbuhkan motivasi belajar peserta didik, terbukti pada kelas X IPS 5 yang tidak diberi perlakuan. Hasil penelitian menunjukkan bahwa terdapat pengaruh penggunaan media pembelajaran *flash card* terhadap motivasi belajar peserta didik. Hal tersebut didasarkan pada hasil uji *Independent Sample T-Test* dengan nilai signifikansi $0,04 < 0,05$ sehingga H_0 ditolak dan H_a diterima.

Kata Kunci: *Flash Card*, Media Pembelajaran, Motivasi belajar, Pembelajaran Sejarah

ABSTRACT

WITA LINDAWATI, 2023. **The Influence Of Flash Card Learning Media On Learning Motivation In The History Subject On The Topic Of Ancient Humans In The X Grade Social Sciences Class At SMAN 8 Tasikmalaya, Second Semester Of The Academic Year 2022/2023.** Department of History Education, Faculty of Teacher Training and Education, Siliwangi University.

The study aimed to determine the effect of flashcard learning media on the learning motivation of students in the subject of ancient humans in Indonesia and the world in history class for 10th-grade students majoring in Social Sciences at SMAN 8 Tasikmalaya during the second semester of the academic year 2022/2023. The research was conducted on the experimental class, which was class X IPS 5, while class X IPS 2 served as the control group. The research method used was quantitative research with a Quasi-experimental design and purposive sampling technique. Data collection techniques employed in this study included questionnaires, observations, and documentation. The data analysis techniques utilized were validity test, reliability test, normality test, homogeneity test, and hypothesis testing. The results of this study indicated that the learning process was similar to the conventional learning process, but the use of flashcard learning media and a conducive and enthusiastic learning process from the students differentiated it. The implementation of flashcards as a new learning media in class X IPS 2 was able to enhance the learning motivation of the students, as evidenced by the difference observed in class X IPS 5, which did not receive the same treatment. The research findings demonstrated that there was an influence of using flashcard learning media on students' learning motivation. This conclusion was based on the results of the Independent Sample T-Test with a significance value of $0.04 < 0.05$, indicating the rejection of the null hypothesis (H_0) and the acceptance of the alternative hypothesis (H_a).

Key Word: History Learning, Instructional Media, *Flash Card*, Learning Motivation