

ABSTACT

HILMA NURI LATIFAH 2024. *The Influence Of A Lesson Study-Based Werewolf Card Game On Students' Motivation And Learning Outcomes On Reproductive System Material (Experiment Study In Class XIth Of Tasikmalaya State 4 High School For Academic Year 2023/2024)*. Department of Biology Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

This research aims to determine the effect of the werewolf card game on students' motivation and learning outcomes in reproductive system material in class XIth of State Senior High School 4 Tasikmalaya. This research was carried out from February to March 2024 at State Senior High School 4 Tasikmalaya. The method used in this research is quasi experiment. The population in this research were all students in class XIth of State High School 4 Tasikmalaya. The research sample consisted of 2 classes, namely class 11 Mathematics and Natural Sciences 5 whose learning process used the werewolf card game, and class XIth Mathematics and Natural Sciences 1 whose learning process used conventional media. The research sample was taken by purposive sampling. The instruments used in this research were a learning motivation scale with 30 statement items and a learning outcomes test on reproductive system material with 27 question items. The data analysis technique uses the One Way Anova hypothesis test. Based on the research results, it was concluded that there was an influence of the werewolf card game on students' motivation and learning outcomes in reproductive system material in class XIth of Tasikmalaya State High School 4.

Keywords: *Werewolf Card, Motivation, Learning Outcomes, Learners*