

ABSTRAK

Penelitian ini bertujuan untuk mengetahui perbedaan minat belajar dan hasil belajar melalui penerapan model *Role Playing* berbantuan media *audiovisual* pada mata pelajaran *front office*. Metode penelitian ini adalah kuantitatif dengan rancangan penelitian yaitu *one group pretest-posttest design*. Teknik sampling yang digunakan yaitu *purposive sampling*. Responden dalam penelitian ini adalah siswa kelas XI Perhotelan 1 di SMK Pariwisata Dwi Tunggal Tabanan yang berjumlah 31 orang. Data yang dikumpulkan menggunakan metode observasi, kuesioner, dan dokumentasi. Pengujian hipotesis dalam penelitian ini menggunakan *Paired sample t-test*. Hasil penelitian ini menunjukkan bahwa telah terjadi peningkatan, pada *pretest* minat belajar diperoleh rerata sebesar 60.48, sedangkan pada *posttest* diperoleh rerata sebesar 84.84. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan nilai sebesar 24. Pada *pretest* hasil belajar diperoleh rerata sebesar 73.59, sedangkan pada *posttest* diperoleh rerata sebesar 84.41. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan nilai sebesar 10.82. Hasil uji *paired sample t-test* yang membandingkan antara *pretest-posttest* minat belajar menunjukkan signifikansi sebesar $0.000 < 0.05$ sehingga dapat disimpulkan bahwa terdapat perbedaan minat belajar melalui penerapan model *role playing* berbantuan media *audiovisual*. Pada hasil belajar menunjukkan signifikansi sebesar $0.000 < 0.05$ sehingga dapat disimpulkan bahwa terdapat perbedaan hasil belajar melalui penerapan model *role playing* berbantuan media *audiovisual*.

Kata kunci: minat belajar, hasil belajar, *role playing*, media *audiovisual*.

ABSTRACT

This study aims to determine the differences in learning interest and learning outcomes through the application of the role-playing model assisted by audiovisual media in front office subjects. This study employs a quantitative research method, specifically a one-group pretest-posttest design. The sampling technique used was purposive sampling. The respondents in this study were students of class XI Hotel 1 at Dwi Tunggal Tabanan Tourism Vocational School, a total of 31 people. Data was collected using observation, questionnaire, and documentation methods. Hypothesis testing in this study used a paired sample t-test. The results of this study indicate that there has been an increase; in the pretest, learning interest obtained an average of 60.48, while in the posttest, it obtained an average of 84.84. The results of these measurements show an increase of 24 points. In the pretest, the learning outcomes obtained an average of 73.59, while in the posttest, they obtained an average of 84.41. The results of these measurements indicate an increase of 10.82 points. The paired sample t-test results comparing the pretest and posttest of learning interest showed a significance of $0.000 < 0.05$, so it can be concluded that there are differences in learning interest through the application of the role-playing model assisted by audiovisual media. Learning outcomes showed a significance of $0.000 < 0.05$, so it can be concluded that there are differences in learning outcomes through the application of role-playing models assisted by audiovisual media.

Keywords: learning interests, learning outcomes, role playing, audiovisual media.