

ABSTRAK

Penelitian ini bertujuan untuk mengetahui perbedaan minat belajar dan hasil belajar melalui penerapan model *Role Playing* berbantuan media *audio visual* pada mata pelajaran *front office*. Metode penelitian ini adalah kuantitatif dengan rancangan penelitian yaitu *one group pretest-posttest design*. Teknik sampling yaitu *purposive sampling*. Responden dalam penelitian ini adalah siswa kelas XI Perhotelan 1 di SMK PGRI 3 Badung yang berjumlah 36 orang. Hasil penelitian ini menunjukkan bahwa telah terjadi peningkatan, pada *pretest* minat belajar diperoleh rerata sebesar 2,93 sedangkan pada *posttest* diperoleh rerata sebesar 4,28. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan skor sebesar 1,34. Pada *pretest* hasil belajar diperoleh rerata sebesar 71,81 sedangkan pada *posttest* diperoleh rerata sebesar 85,67. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan skor sebesar 13,86. 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 *audio visual*. 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 *audio visual*.

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

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, utilizing a single group pretest-posttest design. The sampling technique is purposive sampling. The respondents in this study were students of class XI Hotel 1 at SMK PGRI 3 Badung, a total of 36 people. This study found that learning interest increased from 2.93 to 4.28 in the pretest and posttest. These measurements' descriptive results indicate a 1.34-point increase in interest in learning. In the pretest, the learning outcomes obtained an average of 71.81, while in the posttest they obtained an average of 85.67. These measurements' descriptive results indicated a 13.86 score increase. The paired sample t-test results comparing the pretest-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 the role-playing model assisted by audiovisual media.

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