

ABSTRACT

Noviani Nurhayati. Model Application of Problem Based Learning (PBL) Method Mathpoly Games In The Form Assignment Soaluntuk Cards Improve Student Motivation Math DI Class X MIA 2 SMA Negeri 77 Jakarta. Essay. Jakarta: Mathematics Education, Faculty of Mathematics and Natural Sciences, State University of Jakarta. 2015.

This study aims to increase the motivation to learn math class X MIA 2 SMA Negeri 77 Jakarta by applying the model PBL through mathpoly game method in the form of a card assignment problem. Based on preliminary observations made can be seen that the motivation to learn math students in the classroom is still low at 20.1% - 40%.

This research is a classroom action research. Subjects consisted of six students chosen from 36 students in the class X MIA 2 SMA Negeri 77 Jakarta. Instruments in this study is the observation sheet student motivation to learn math, pieces of students' mathematics learning motivation questionnaire, interview guidelines and documentation sheets. This research was conducted in three cycles consisting of two meetings for each cycle. Data collection techniques in this research through observation, students' mathematics learning motivation questionnaire and interview. Data were analyzed descriptively by triangulation data. Sheets observation and student mathematics learning motivation questionnaire validated through validation of constructs.

The results showed that the use of models PBL method mathpoly game in the form of a card assignment problem can improve students' motivation to learn mathematics. Based on the results of students' mathematics learning motivation questionnaire, obtained an average score of students' motivation to learn math the first cycle of 128.28 with a percentage of 65.78% and is included in the interpretation of "good enough". These results increased in the second cycle with the average results of students' mathematics learning motivation score of 138.86 with a percentage of 71.21% and is included in the interpretation of "good". In the last cycle also increased by an average of the scores students' motivation to learn mathematics third cycle of 148.33 with a percentage of 76.07% and is included in the interpretation of "good". Thus, it can be concluded that the model PBL learning method mathpoly game in the form of a card assignment problem has fulfilled eligibility for use in the learning process and learning of mathematics in the material opportunities in class X SMA.

Keywords: motivation to learn math, learning model PBL, mathpoly, card assignment problems, opportunities.