

## RINGKASAN

Metode penelitian ini menggunakan jenis penelitian kuantitatif untuk mengetahui pengaruh model pembelajaran *Direct Learning*, Media Pembelajaran *Microsoft Teams* dan Cara Belajar siswa terhadap Prestasi Belajar. Pengumpulan data primer pada penelitian ini dilakukan dengan metode survei pada siswa siswi kelas X IPS 2 dan X IPS 3 di SMAN 1 Ajibarang yang sedang menempuh kegiatan belajar mengajar pada semester genap.

Hasil penelitian ini menunjukkan bahwa, 1) Model pembelajaran *Direct Learning* yang diterapkan oleh guru berpengaruh positif terhadap prestasi belajar siswa. 2) Media pembelajaran *Microsoft Teams* berpengaruh positif terhadap prestasi belajar siswa. 3) Cara belajar siswa-siswi SMAN 1 Ajibarang berpengaruh positif terhadap prestasi belajar.

Implikasi pada penelitian ini berupa media pembelajaran *Microsoft Teams* mampu meng-*handle* kegiatan belajar mengajar secara baik. Tetapi pertimbangan kemudahan akses dan kemudahan fitur dari sisi peserta didik perlu di perhitungkan. Media pembelajaran diharapkan mampu memudahkan siswa. Guru tergolong baik dalam menyampaikan tujuan materi sebelum kegiatan belajar mengajar (KBM), tetapi disisi lain guru kurang dalam memberikan numpun balik terhadap latihan-latihan soal yang diberikan. Cara belajar siswa SMA Ajibarang diharapkan mampu dengan hal-hal sederhana seperti mengatur waktu serta berlatih soal-soal secara mandiri.

**Kata Kunci** : Model pembelajaran *Direct Learning*, Media Pembelajaran *Microsoft Teams*, Cara Belajar Siswa, Prestasi belajar

## **SUMMARY**

*This research method uses a type of quantitative research to determine the effect of the Direct Learning model, Microsoft Teams Learning Media and Student Learning Methods on Learning Achievement. Primary data collection in this study was carried out using a survey method on students of class X IPS 2 and X IPS 3 at SMAN 1 Ajibarang who were taking teaching and learning activities in the even semester.*

*The results of this study indicate that, 1) the Direct Learning model applied by the teacher has a positive effect on student achievement. 2) Microsoft Teams learning media has a positive effect on student achievement. 3) The way students learn at SMAN 1 Ajibarang has a positive effect on learning achievement.*

*The implication of this research is that Microsoft Teams learning media can handle teaching and learning activities well. But considerations of ease of access and ease of features from the side of students need to be taken into account. Learning media is expected to facilitate students. The teacher is classified as good at conveying the objectives of the material before teaching and learning activities (KBM), but on the other hand the teacher is lacking in providing feedback on the exercises given. The learning method for Ajibarang high school students is expected to be able to do simple things such as managing time and practicing questions independently.*

**Keywords:** *Direct Learning Model, Microsoft Teams Learning Media, Student Learning Method, Learning Achievement*