

RINGKASAN

Penelitian yang berjudul “Pengaruh Penerapan Model Pembelajaran *Blended Learning* Berbasis *Google Classroom* Terhadap Motivasi dan Prestasi Belajar Peserta Didik di SMA N 2 Purwokerto” bertujuan untuk menganalisis pengaruh dan perbedaan penerapan model pembelajaran *Blended Learning* Berbasis *Google Classroom* terhadap motivasi dan prestasi belajar peserta didik. Penelitian ini merupakan jenis penelitian eksperimen semu (*quasi experiment*).

Populasi dalam penelitian ini adalah kelas XI SMA N 2 Purwokerto tahun pelajaran 2019/2020 dengan teknik pengambilan sample menggunakan *purposive sampling* dan diperoleh kelas XI IPS 1 sebagai kelas eksperimen sedangkan kelas XI IPS 2 sebagai kelas kontrol. Analisis data yang digunakan dalam penelitian ini ialah uji t *Independent Test* dan regresi linier sederhana.

Hasil penelitian ialah: (1) terdapat pengaruh positif penerapan model pembelajaran *blended learning* berbasis *google classroom* terhadap motivasi belajar, (2) terdapat pengaruh positif penerapan model pembelajaran *blended learning* berbasis *google classroom* terhadap prestasi belajar, (3) terdapat perbedaan motivasi belajar antara peserta didik yang menggunakan model pembelajaran *blended learning* berbasis *google classroom* dengan peserta didik yang menggunakan model pembelajaran konvensional, (4) terdapat perbedaan prestasi belajar antara peserta didik yang menggunakan model pembelajaran *blended learning* berbasis *google classroom* dengan peserta didik yang menggunakan model pembelajaran konvensional.

Implikasi yang dapat ditarik berdasarkan kesimpulan di atas adalah, bagi guru diharapkan tetap membuka komunikasi secara langsung ataupun melalui *chat* atau *email* karena dengan begitu peserta didik merasa terbantu dalam pembelajaran. Bagi peserta didik diharapkan dapat menggunakan *gadgetnya* untuk keperluan kegiatan belajar ataupun untuk menambah informasi berita terkait materi ekonomi yang sedang dipelajari. Bagi peneliti selanjutnya, diharapkan dapat menambahkan variabel lain yang dapat berpengaruh terhadap motivasi dan prestasi belajar.

Kata Kunci : *Model Pembelajaran Blended Learning, Google Classroom, Motivasi Belajar, Prestasi Belajar*

SUMMARY

The study, entitled "The Effect of the Application of Google Classroom-Based Blended Learning Learning Model on the Motivation and Learning Achievement of Students in SMA N 2 Purwokerto" aims to analyze the influence and application of the Google Classroom-based Blended Learning learning model on the motivation and learning achievement of students. This research is a quasi experiment.

The population in this study was class XI SMA N 2 Purwokerto in the 2019/2020 academic year with the sampling technique using purposive sampling and obtained class XI IPS 1 as the experimental class while class XI IPS 2 was the control class. Analysis of the data used in this study t test Independent Test and simple linear regression.

The results of the study are: (1) there is a positive effect of the application of the google classroom-based blended learning model on learning motivation, (2) there is a positive effect of the application of the google classroom-based blended learning model on learning achievement, (3) there is a difference in learning motivation between students Those who use the google classroom-based blended learning model with students who use the conventional learning model, (4) there are differences in learning achievement between students using the google classroom-based blended learning model and students using conventional learning models.

The communication implication that can be drawn based on the basis is that teachers are expected to remain open in person or through chat or email because so learners feel helped in learning. Students are expected to be able to use their gadgets for learning purposes or to add information related to economic material being studied. For future researchers, it is hoped that they can add other variables that can affect motivation and learning achievement.

Keywords: Blended Learning Model, Google Classroom, Learning Motivation, Learning Achievement