

ABSTRAK

Oktafia, Ayu Mega. 2023, Efektivitas Permainan Media Ular Tangga Dalam Layanan Bimbingan Kelompok Terhadap Perencanaan Karier Siswa Di Sma Negeri 4 Sidoarjo. Program Studi Bimbingan dan Konseling. Fakultas Pedagogi dan Psikologi. Universitas PGRI Adi Buana Surabaya. Pembimbing Aniek Wirastania, S.Pd., M.Pd.

Kata kunci: layanan bimbingan kelompok, permainan media ular tangga, perencanaan karier

Penelitian ini dilakukan untuk mengetahui efektivitas permainan media ular tangga dengan layanan bimbingan kelompok terhadap perencanaan karier siswa di SMA Negeri 4 Sidoarjo. Rancangan penelitian ini menggunakan desain *one group pre-test post-test design* yang diberikan kepada 5 orang siswa yang memiliki perencanaan karier rendah, diperoleh dari skor skala pengukuran *pre-test*. Penelitian ini termasuk dalam penelitian kuantitatif dengan menggunakan teknik analisis data non parametrik dengan *uji Wilcoxon* bantuan aplikasi *SPSS for windows* versi 16.0. Hasil analisis data perhitungan di peroleh $Asymp. Sig. = 0,043$. Oleh karena nilai $Asymp. Sig. (0,043) < (0,05)$ maka H_0 di tolak dan H_a diterima. Artinya terdapat perbedaan skor terhadap perencanaan karier siswa sebelum dan sesudah mengikuti permainan media ular tangga dengan layanan bimbingan kelompok. Maka dapat disimpulkan bahwa hipotesis diterima, artinya permainan media ular tangga dengan layanan bimbingan kelompok efektif untuk meningkatkan perencanaan karier siswa kelas XI-A SMA Negeri 4 Sidoarjo.

ABSTRACT

Oktafia, Ayu Mega. 2023, Effectiveness of Snakes and Ladders Media Games in Group Guidance Services on Student Career Planning at State Senior High School 4 Sidoarjo. Guidance and Counseling Study Program. Faculty of Pedagogy and Psychology. PGRI Adi Buana University, Surabaya. Advisor Aniek Wirastania, S.Pd., M.Pd.

Keywords: *group counseling services, snake ladder media game, career planning*

This research was conducted to determine the effectiveness of playing snakes and ladders media with group guidance services on student career planning at SMA Negeri 4 Sidoarjo. The design of this study used a one group pre-test post-test design which was given to 5 students who had low career planning, obtained from the score of the pre-test measurement scale. This research is included in quantitative research using non-parametric data analysis techniques with the Wilcoxon test with the help of SPSS for windows version 16.0. The results of the calculation data analysis obtained by Asymp. Sig. = 0.043. Because the Asymp. Sig. (0.043) < (0.05) then H_0 is rejected and H_a is accepted. This means that there are differences in scores on student career planning before and after participating in the snakes and ladders media game with group guidance services. So it can be concluded that the hypothesis is accepted, meaning that playing snakes and ladders media with group guidance services is effective for improving career planning for class XI-A students of SMA Negeri 4 Sidoarjo.