

ABSTRAK

Wulandari, Devi. 2021. *Pengembangan Media Permainan Ular Tangga Keyakinan Untuk Meningkatkan Efikasi Diri Siswa Di SMP Negeri 2 Krian.* Program Studi Bimbingan dan Konseling. Fakultas Pedagogi dan Psikologi. Universitas PGRI Adi Buana Surabaya. Pembimbing: Dr. Cindy Asli Pravesti, S.Pd., M.Pd.

Kata Kunci: Efikasi Diri, Media Bimbingan Dan Konseling, Permainan Ular Tangga Keyakinan

Tujuan penelitian ini yaitu untuk mengembangkan media permainan Ular Tangga Keyakinan yang efektif untuk meningkatkan efikasi diri siswa di SMP Negeri 2 Krian. Metode penelitian dan pengembangan ini menggunakan prosedur penelitian dan pengembangan dengan langkah-langkah: 1) studi pendahuluan, 2) pengembangan produk, dan 3) uji produk. Berdasarkan penilaian ahli materi dihasilkan skor rata-rata 0,46 dengan kategori cukup layak. Berdasarkan penilaian ahli media dihasilkan skor rata-rata 0,69 dengan kategori layak. Hasil penilaian uji pengguna didapatkan hasil sebesar 92,3% dengan kategori sangat valid atau dapat digunakan tanpa revisi. Berdasarkan hasil uji lapangan terbatas, diperoleh t hitung $4,058 > t$ tabel 3,182 dan Sig (2tailed) sebesar $0,027 < 0,05$, sehingga H_0 ditolak dan H_a diterima. Maka dapat disimpulkan bahwa media permainan Ular Tangga Keyakinan efektif untuk meningkatkan efikasi diri siswa.

ABSTRACT

Wulandari, Devi. 2021. Development of Faith and Snake Ladder Game Media to Increase the Self-Efficacy of Students in SMP Negeri 2 Krian. Guidance and Counseling Study Program. Faculty of Pedagogy and Psychology. PGRI Adi Buana University Surabaya. Advisor: Dr. Cindy Asli Pravesti, S.Pd., M.Pd.

Keywords: Self-Efficacy, Guidance and Counseling Media, The Game of Snakes and Ladder of Faith

The purpose of this research is to develop a game media of Snakes and Ladder of Faith which is effective for increasing the self-efficacy of students at SMP Negeri 2 Krian. This research and development method uses a research and development procedure with the following steps: 1) preliminary study, 2) product development, and 3) product testing. Based on the material expert's assessment, an average score of 0.46 was obtained which was categorized as quite feasible. Based on the media expert's assessment, an average score of 0.69 was obtained with the feasible category. The results of the user test assessment obtained results of 92.3% with the very valid category or can be used without revision. Based on the results of the limited field test, it was obtained that t count $4.058 > t$ table 3.182 and $Sig (2tailed) 0.027 < 0.05$, so that H_0 was rejected and H_a was accepted. So, it can be concluded that the game media, Snake and Ladder of Faith, is effective for increasing student self-efficacy.