

## ABSTRAK

Wulandari, Devi. 2021. *Pengembangan Media Ular Tangga Keyakinan dalam 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, Ular Tangga Keyakinan

Penelitian ini bertujuan untuk menguji keefektifan media ular tangga keyakinan melalui uji ahli yang dapat digunakan sebagai media Bimbingan dan Konseling. Metode penelitian ini menggunakan metode penelitian dan pengembangan Sukmadinata yang modifikasi dari sepuluh langkah penelitian dan pengembangan dari Borg and Gall. Desain penelitian yang digunakan adalah penelitian *pre-eksperimental one group pre-test dan pos-test*. Populasi yang diambil adalah siswa SMP Negeri 2 Krian yang berjumlah 27 siswa, dari populasi tersebut diambil sampel penelitian sebanyak 4 siswa dengan menggunakan teknik *random sampling*. Metode pengumpulan data menggunakan skala pengukuran yang telah di uji validitas dan reliabilitas menggunakan *Cronbach Alpha*. Metode analisis data menggunakan indeks penilaian uji ahli dari Gregory dan uji *Paired Sample T Test* menggunakan SPSS versi 25. Berdasarkan penilaian uji ahli materi, ahli media, dan uji pengguna diperoleh sebesar 0,46 (cukup layak), 0,69 (layak), dan 92,3% (layak) yang artinya dari ketiga penilaian tersebut dapat disimpulkan bahwa media permainan Ular Tangga Keyakinan layak digunakan sebagai media Bimbingan dan Konseling. Sedangkan hasil uji *Paired Sample T Test* diperoleh sebesar  $0,027 < 0,05$ , sehingga  $H_0$  ditolak dan  $H_a$  diterima. Berarti dapat disimpulkan bahwa media permainan Ular Tangga Keyakinan efektif meningkatkan efikasi diri siswa di SMP Negeri 2 Krian.

## ***ABSTRACT***

Wulandari, Devi. 2021. Development of Faith and Snake Ladder Media in 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, Snakes and Ladder of Faith

This study aims to test the effectiveness of the game of trust and ladder snake through expert testing which can be used as a medium of guidance and counseling. This research method uses the research and development method Sukmadinata which is modified from the ten steps of research and development from Borg and Gall. The research design used was pre-experimental research one group pre-test and post-test. The population taken was the students of SMP Negeri 2 Krian, totaling 27 students. From this population, 4 students were taken as a sample using random sampling technique. Methods of data collection using a measurement scale that has been tested for validity and reliability using Alpha Cronbach. Methods of data analysis using the expert test index from Gregory and the Paired Sample T Test using SPSS version 25. Based on the evaluation of material experts, media experts, and user tests, it was obtained 0.46 (quite feasible), 0.69 (feasible), and 92.3% (feasible), which means that from the three assessments it can be concluded that the Snake and Ladder of Faith game media is feasible. to be used as a medium of guidance and counseling. While the results of the Paired Sample T Test are  $0.027 < 0.05$ , so that  $H_0$  is rejected and  $H_a$  is accepted. This means that it can be concluded that the game media, Snake and Ladder of Faith, is effective in increasing the self-efficacy of students in SMP Negeri 2 Krian.