**EFEKTIVITAS PENGGUNAAN MEDIA PEMBELAJARAN MATEMATIKA BERBANTUAN *SOFTWARE* GEOGEBRA DENGAN PENDEKATAN *GUIDED DISCOVERY LEARNING* PADA MATERI LINGKARAN KELAS VIII SMP NEGERI 1 BUKATEJA DITINJAU DARI MOTIVASI DAN PRESTASI BELAJAR SISWA**

Oleh:

Rizqi Nefi Marlufi

13301241035

# ABSTRAK

Tujuan penelitian ini adalah untuk menguji efektivitas pembelajaran matematika berbantuan *software GeoGebra* dengan pendekatan *guided discovery learning* pada materi lingkaran kelas VIII SMP ditinjau dari motivasi dan prestasi belajar siswa.

Penelitian ini merupakan penelitian kuantitatif dengan metode *quasi-experiment* (eksperimen semu). Populasi penelitian ini adalah siswa kelas VIII SMP Negeri 1 Bukateja tahun ajaran 2016/2017 yang terdiri dari tujuh kelas. Dari tujuh kelas tersebut dipilih secara acak dua kelas sebagai sampel yaitu kelas VIII A sebagai kelas eksperimen dan VIII B sebagai kelas kontrol. Kelas eksperimen diberikan perlakuan dengan pembelajaran berbantuan *software GeoGebra* dengan pendekatan *guided discovery learning,* sedangkan kelas kontrol diberikan perlakuan dengan pembelajaran dengan pendekatan *guided discovery learning.* Instrumen yang digunakan dalam penelitian ini adalah instrumen tes untuk mengukur kemampuan prestasi belajar siswa yang terdiri dari soal *pretest* dan *posttest* dan instrumen nontes yang berupa angket motivasi belajar siswa baik sebelum dan setelah perlakuan, dan lembar observasi keterlaksanaan pembelajaran yang digunakan oleh peneliti.

Hasil penelitian ditinjau dari motivasi dan prestasi belajar siswa menunjukkan bahwa: 1) pembelajaran matematika berbantuan *software GeoGebra* dengan pendekatan *guided discovery learning* efektif ditinjau dari motivasi belajar siswa. 2) pembelajaran matematika berbantuan *software GeoGebra* dengan pendekatan *guided discovery learning* efektif ditinjau dari prestasi belajar siswa. 3) pembelajaran matematika dengan pendekatan *guided discovery learning* efektif ditinjau dari motivasi belajar siswa. 4) pembelajaran matematika dengan pendekatan *guided discovery learning* efektif ditinjau dari prestasi belajar siswa. 5) pembelajaran matematika berbantuan *software GeoGebra* dengan pendekatan *guided discovery learning* lebih efektif dari pembelajaran matematika dengan pendekatan *guided discovery learning* ditinjau dari motivasi belajar siswa. 6) pembelajaran matematika berbantuan *software GeoGebra* dengan pendekatan *guided discovery learning* lebih efektif dari pembelajaran matematika dengan pendekatan *guided discovery learning* ditinjau dari prestasi belajar siswa.

**Kata kunci:** *software GeoGebra,* pendekatan *guided discovery learning,* motivasi, prestasi.

**THE EFFECTIVITY OF THE USE OF MATHEMATICS LEARNING MEDIA ASSISTED BY GEOGEBRA SOFTWARE WITH GUIDED DISCOVERY LEARNING APPROACH IN THE TOPICS OF CIRCLE AT JUNIOR HIGH SCHOOL 1 BUKATEJA GRADE VIII REVIEWED FROM STUDENTS’ LEARNING MOTIVATION AND ACHIEVEMENT**

By:

Rizqi Nefi Marlufi

13301241035

# ABSTRACT

*This research aimed to examine the effectiveness of mathematics learning assisted GeoGebra software with guided discovery learning approach in the topic of circle at Junior High School grade VIII reviewed from students learning motivation and achievement.*

*This research is a quantitative research with quasi-experiment method. The population in this research is all the students of grade VIII in SMP Negeri 1 Bukateja year 2016/2017. Two classes were randomly selected among seven classes to be sample, VIII A class as an experimental class and VIII B as a control class. Mathematics learning assisted by GeoGebra software with guided discovery learning approach was conducted in the experimental class and mathematics learning with guided discovery learning approach was conducted in the control class. A pretest and a posttest were used to assess the students’ learning achievement for the both classes, then the non test instruments in the form of questionnaire was used for measuring students’ learning motivation of both before and after the classroom activities, and also the observation sheet of learning implementation used by the researcher.*

*The results of this research which is reviewed from the students motivation and achievement in learning shows: 1) mathematics learning assisted by GeoGebra software with guided discovery learning approach is effective reviewed from students learning motivation. 2) mathematics learning assisted by GeoGebra software with guided discovery learning approach is effective reviewed from students learning achievement. 3) mathematics learning with guided discovery learning approach is effective reviewed from students learning motivation. 4) mathematics learning with guided discovery learning approach is effective reviewed from students learning achievement. 5) mathematics learning assisted by GeoGebra software with guided discovery learning approach is more effective than mathematics learning with guided discovery learning approach reviewed from students learning motivation. 6) mathematics learning assisted by GeoGebra software with guided discovery learning approach is more effective than mathematics learning with guided discovery learning approach reviewed from students learning achievement.*

***Keywords:*** *software GeoGebra, guided discovery learning approach, motivation, achievement*