

**PENGARUH PENGGUNAAN GAWAI TERHADAP MINAT BELAJAR,
KARAKTER DAN HASIL BELAJAR SISWA KELAS X PROGRAM
KEAHLIAN TEKNIK INSTALASI PEMANFAATAN TENAGA LISTRIK
DI SMKN 2 YOGYAKARTA**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui: (1) penggunaan gawai, minat belajar, karakter dan hasil belajar; (2) pengaruh penggunaan gawai terhadap minat belajar siswa kelas X Program Keahlian Teknik Instalasi Pemanfaatan Tenaga Listrik di SMKN 2 Yogyakarta; (3) pengaruh penggunaan gawai terhadap karakter siswa kelas X Program Keahlian Teknik Instalasi Pemanfaatan Tenaga Listrik di SMKN 2 Yogyakarta; (4) pengaruh penggunaan gawai terhadap minat belajar siswa kelas X Program Keahlian Teknik Instalasi Pemanfaatan Tenaga Listrik di SMKN 2 Yogyakarta.

Penelitian ini merupakan penelitian *ex-post facto* dengan pendekatan kuantitatif. Populasi dalam penelitian ini adalah siswa kelas X Program Keahlian Teknik Instalasi Pemanfaatan Tenaga Listrik SMKN 2 Yogyakarta sebanyak 112 siswa dengan menggunakan teknik sampel kuota sehingga jumlah sampel sebanyak 61 siswa. Teknik pengumpulan data menggunakan angket dan dokumentasi. Teknik analisis dilakukan dengan analisis deskriptif dan analisis regresi linier sederhana.

Hasil penelitian ini menunjukkan bahwa : (1) hasil kecenderungan variabel penggunaan gawai masuk pada kategori tinggi (nilai rerata 41,64), variabel minat belajar masuk pada kategori tinggi (nilai rerata 39,92), variabel karakter masuk pada kategori tinggi (nilai rerata 48,90); (2) pengaruh penggunaan gawai terhadap minat belajar adalah positif dan signifikan yang dibuktikan dengan nilai korelasi (R) sebesar 0,410 serta nilai sig $0,001 < 0,05$; (3) pengaruh penggunaan gawai terhadap karakter adalah positif dan signifikan yang dibuktikan dengan nilai korelasi (R) sebesar 0,421 serta nilai sig $0,001 < 0,05$; (4) pengaruh penggunaan gawai terhadap hasil belajar adalah positif dan signifikan yang dibuktikan dengan nilai korelasi (R) sebesar 0,340 serta nilai sig $0,007 < 0,05$.

Kata kunci: penggunaan gawai, minat belajar, karakter dan hasil belajar.

**THE EFFECT OF THE USE OF THE GADGET TO INTEREST IN
LEARNING, CHARACTERS AND STUDENT LEARNING OUTCOMES
OF CLASS X STUDENTS OF TECHNICAL EXPERTISE PROGRAMS
INSTALLATION OF ELECTRICITY UTILIZATION IN VOCATIONAL
SCHOOL 2 YOGYAKARTA**

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ABSTRACT

This study aims to determine: (1) the use of gadget, learning interest, character and learning outcomes, (2) the influence of the use of gadget to the learning interest of students in class X Program of Electrical Engineering Utilization Installation at Vocational School 2 Yogyakarta; (3) the influence of the use of the device to the character of class X Program Expertise in Electrical Utilization Installation Techniques in Vocational School 2 Yogyakarta; (4) the influence of the use of the device to the learning outcomes of class X students of the Electrical Engineering Utilization Installation Expertise Program at Vocational School 2 Yogyakarta.

This research is an ex-post facto research with a quantitative approach. The population in this study were students of class X in the Electrical Engineering Utilization Installation Program of Vocational School 2 Yogyakarta as many as 112 students used quota sample techniques so that the total sample was 61 students. Data collection techniques used questionnaires and documentation. The analysis technique is done by descriptive analysis and simple linear regression analysis.

The results of this study indicate that: (1) the results of the tendency to use gadget are included in the high category with an average value of 41.64, interest in learning is included in the high category with an average value of 39.92, the characters are included in the high category with an average value of 48.90; (2) the influence of the use of a gadget on learning interest is positive and significant as evidenced by the correlation value (R) of 0.410 and sig value of 0.001 <0.05; (3) the influence of the use of the gadget on the character is positive and significant as evidenced by the correlation value (R) of 0.421 and sig value of 0.001 <0.05; (4) the influence of the use of the gadget on learning outcomes is positive and significant as evidenced by the correlation value (R) of 0.340 and sig value of 0.007 <0.05.

Keywords: gadget used, learning interest, character, learning outcome.