

ABSTRAK

DHIKA KRISMAWANTI. NIM: 1173151013. Kejenuhan Belajar Selama Pembelajaran daring dan Luring pada Siswa Kelas V SD Negeri Di Kecamatan Marbau Tahun Ajaran 2020/2021. Skripsi. Program Studi Bimbingan dan Konseling. Fakultas Ilmu Pendidikan, Universitas Negeri Medan.2021.

Penelitian ini bertujuan untuk mengetahui tingkat, dampak serta cara siswa mengatasi kejenuhan belajar Selama Pembelajaran daring dan Luring pada Siswa Kelas V Sd Negeri Di Kecamatan Marbau T.A 2020/2021. Jenis penelitian yang digunakan adalah Kuantitatif Deskriptif. Teknik pengumpulan data dalam penelitian ini dengan menyebarkan angket tertutup yang telah dinyatakan valid dan reliabel terlebih dahulu kemudian menggunakan data pendukung wawancara tidak langsung melalui *google form*. Sampel dalam penelitian ini berjumlah 209 orang siswa kelas V dari ke duapuluh tujuh SD Negeri di Kecamatan Merbau. Data penelitian dikumpulkan dengan angket kejenuhan belajar berjumlah 42 item pernyataan yang telah valid dan reliabel. Data dianalisis menggunakan tabulasi silang dan perhitungan rata – rata serta standar deviasi. Hal ini dapat diperoleh hasil perhitungan rata – rata dan tabulasi silang didapati bahwa kejenuhan belajar yang dialami siswa kelas V di duapuluh tujuh SD Negeri di Kecamatan Marbau berada dalam kategorisasi sedang sejumlah 107 orang (51%), dengan mayoritas sampel adalah usia 10 tahun sejumlah 123 orang (59%), mengalami dampak kerenuhan belajar seperti rasa malas, punggung sakit, lemas, menangis, dan terlambat dalam mengirimkan tugas. Dampak Kejenuhan belajar terbesar yang dialami siswa kelas V selama pembelajaran daring dan luring adalah rasa malas yakni sejumlah 109 siswa (51%). Cara mengatasi kejenuhan belajar yang dialami siswa beragam yakni, beristirahat (44%), bermain game (22%), menonton TV (11%), memakan camilan (5%), mendengarkan musik (11%), bermain dengan teman (4%), nonton *youtube* (1%), mengobrol dengan teman (0,5), bermain bola (0,5) dan tidur (0,5). Berdasarkan hasil tabulasi silang didapati hubungan bahwa mayoritas siswa laki – laki mengalami kejenuhan dalam belajar, dengan bentuk kejuhanan berupa rasa malas karena terlalu sering mengerjakan tugas dan sulitnya menemukan jawaban dari soal dan kebanyakan siswa mengatasi kejenuhan belajar dengan beristirahat, main game, menonton TV serta mendengarkan musik.

Kata Kunci : Kejenuhan Belajar, Pembelajaran Daring dan Pembelajaran Luring.

ABSTRACT

DHIKA KRISMAWANTI. NIM: 1173151013. Study Boredom During Online and Offline Learning in Class V State Elementary School Students in Marbau District for the 2020/2021 Academic Year. Undergraduate Thesis. Guidance and Counseling Study Program. Faculty of Education, Medan State University. 2021.

This study aims to determine the level, impact and way students overcome learning boredom during online and offline learning in fifth grade students of public elementary schools in Marbau District T.A 2020/2021. The type of research used is descriptive quantitative. The data collection technique in this study was by distributing closed questionnaires that had been declared valid and reliable first and then using indirect interview support data via google form. The sample in this study amounted to 209 fifth grade students from twenty-seven public elementary schools in Merbau District. The research data were collected using a learning saturation questionnaire totaling 42 statement items that were valid and reliable. Data were analyzed using cross tabulation and calculation of the average and standard deviation. It can be seen from the results of the average calculation and cross tabulation that it was found that the boredom of learning experienced by fifth grade students in twenty-seven public elementary schools in Marbau District was in the moderate categorization of 107 people (51%), with the majority of the sample being 10 years old, 123 people. (59%), experienced the impact of boredom in learning such as feeling lazy, backache, weakness, crying, and being late in sending assignments. The biggest impact of learning boredom experienced by fifth grade students during online and offline learning is laziness, which is 109 students (51%). The ways to overcome learning boredom experienced by students vary, namely, resting (44%), playing games (22%), watching TV (11%), eating snacks (5%), listening to music (11%), playing with friends (4%) , watching youtube (1%), chatting with friends (0.5), playing football (0.5) and sleeping (0.5). Based on the results of the cross tabulation found a relationship that the majority of male students experience boredom in learning, with a form of boredom in the form of feeling lazy because they are too often doing assignments and finding answers to questions difficult and most students overcome learning boredom by resting, playing games, watching TV and listening music.

Keywords: Study Saturation, Online Learning and Offline Learning