

ABSTRAK

WIDIA APRIANJELICHA TARIGAN. Pengaruh Layanan Penguasaan Konten dengan Teknik Bermain Peran (*Role Playing*) Terhadap Kecerdasan Emosi Siswa Kelas X IPA 3 SMA Negeri 10 Medan TA 2022/2023. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2024.

Penelitian ini bertujuan untuk menjelaskan pengaruh layanan penguasaan konten dengan teknik bermain peran (*role playing*) terhadap kecerdasan emosi siswa kelas X IPA 3 SMA Negeri 10 Medan TA 2022/2023". Penelitian ini merupakan penelitian eksperimen semu menggunakan *pre-test post-test one group design*. Subjek dalam penelitian adalah siswa kelas X di SMA Negeri 10 Medan berjumlah 8 siswa yang mempunyai kecerdasan emosi rendah. Data penelitian dikumpulkan menggunakan skala kecerdasan emosi bentuk skala likert analisis data menggunakan tes bertanda *wilcoxon* dan dilengkapi dengan deskripsi data menggunakan perhitungan persentase. Dari analisis data diperoleh $J_{hitung} = 16,5$ dengan $\alpha = 0,05$, $J_{tabel} = 4$. $J_{hitung} > J_{tabel}$ dimana $16,5 > 4$. Artinya hipotesis yang berbunyi ada pengaruh layanan penguasaan konten teknik bermain peran (*role playing*) terhadap kecerdasan emosi siswa diterima. Hasil uji *wilcoxon* dilengkapi dengan data kecerdasan emosi siswa pada persentase dengan perolehan skor rata-rata 61, dan skor *post-test* 101. Skor rata-rata kecerdasan emosi siswa setelah diberi layanan penguasaan konten teknik bermain peran (*role playing*) lebih tinggi dari sebelum diberikan layanan penguasaan konten teknik bermain peran (*role playing*).

Kata Kunci : Layanan Penguasaan Konten, Bermain Peran (*Role Playing*), Kecerdasan Emosi Siswa.



ABSTRACT

WIDIA APRIANJELICHA TARIGAN. The Effect of Content Mastery Services Using Role Playing Techniques on the Emotional Intelligence of Class X Science 3 Students at SMA Negeri 10 Medan T.A 2022/2023. Skripsi. Medan: Faculty of Education. Universitas Negeri Medan. 2024.

This research aims to explain the influence of content mastery services using role playing techniques on the emotional intelligence of students in class X Science 3 SMA Negeri 10 Medan FY 2022/2023." This research is a quasi-experimental research using a pre-test post-test one group design. The subjects in the research were 8 class X students at SMA Negeri 10 Medan who had low emotional intelligence. Research data was collected using an emotional intelligence scale in the form of a likrt scale. Data analysis used the Wilcixon signed test and was equipped with a description of the data using percentage calculations. From data analysis, it was obtained that $t = 16.5$ with $\alpha = 0.05$, $t_{table} = 4$. $t > t_{table}$ where $16.5 > 4$. This means that the hypothesis which states that there is an influence of role playing technique content mastery services on students' emotional intelligence is accepted. The Wilcixon test results are equipped with data on students' emotional intelligence in percentages with an average score of 61, and a post-test score of 101. The average score of students' emotional intelligence after being provided with role playing technique content mastery services is higher than before it was provided. role playing technique content mastery services.

Keywords : Content Mastery Services, Role Playing, Student Emotional Intelligence.

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