THE INFLUENCE OF REINFORCEMENT ON THE MOTIVATION OF STUDENTS 'LEARNING

(Quasi Experiment Research Class IV Batununggal District)

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ABSTRACT

This study aims to determine how the effect of providing reinforcement on students' learning motivation. Reinforcement is divided into two namely reward and punishment. For granting rewards can provide verbal rewards and non verbal rewards. As for punishment in the form of a reprimand and a point deduction. From this study the researchers used a quasi-experimental design whose is the Nonequivalent Control Group. In using the research method, the sample is not chosen randomly, in this study there is an experimental class and a control class. The experimental class that uses the reinforcement method while for the control class does not use reinforcement. This research was conducted in 5 elementary schools in Batunungal District, namely MIS Darul Hidayah, SDN 219 Babakan Jati, SDN 145 Binong Jati, SDN 028 Gumuruh, and SDN 220 Gumuruh. The instrument used in this study was using a questionnaire. with the questions derived from indicators of learning motivation according to Hamzah B. Uno, namely 1) The existence of desires and desires to succeed, 2) There is encouragement and needs in learning. 3) There are hopes and ideals of the future, 4) There is an appreciation in learning, 5) There are interesting activities in learning 6) There is a conducive learning environment. The scale used in this study uses Guttman. So that the data analysis technique uses the validity test and the reliability test (richardkuderson21). As for testing data hypotheses using Spearman. In testing the hypothesis in research it can be concluded that the effect of reinforcement on students' learning motivation in the experimental class has a significant effect. Because the research data shows that the 5th elementary school gets data> 0.50, meaning that there is an influence between the variables X and Y. It is different from the control class which has no influence between the variables X and Y because the data is <0.50, which means there is no influence between variables X and Y.

Keyword: reinforcement, motivastion to learn