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HASIL PENILAIAN SEJAWAT SEBIDANG ATAU PEER REVIEW
KARYA ILMIAH: JURNAL ILMIAH

Judul Karya Ilmiah : *Analysis Of Students Entrepreneurship Learning Results Through Activities Quick On The Draw*
 Jumlah Penulis : 3
 Status Pengusul : Penulis Kedua
 Identitas Jurnal

a. Nama Jurnal : Conference Proceeding of One Asia 2 2020
 b. ISSN :
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 d. Penerbit : Universitas Pasundan
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Kategori Publikasi Karya Ilmiah:
 (beri \checkmark pada kategori yang tepat)

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Hasil Penilaian *Peer Review*

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5. Indikasi plagiat: \checkmark
6. Kesesuaian bidang ilmu: $\checkmark \frac{60}{2} \times (20) = 6.0$

Bandung, September 2021


 Prof. Dr. Bambang Heru, MS

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CATATAN PENILAIAN

1. Kesesuaian dan kelengkapan unsur isi artikel: \checkmark
2. Ruang lingkup dan kedalaman pembahasan: \checkmark
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Bandung, September 2021

[Signature]
 (H. MUHAMMAD LUBACHR)

ANALYSIS OF STUDENTS ENTREPRENEURSHIP LEARNING RESULTS THROUGH ACTIVITIES QUICK ON THE DRAW

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Abstract. The purpose of this research is to see: 1) the concept of Quick On the Draw learning activities; 2) To see student learning outcomes through Quick On the Draw learning activities; 3) To see the relationship between Quick On the Draw learning activities on student learning outcomes. This study uses a qualitative approach with the type of research used is library research. Sources of data are obtained from books, journals and the theses that have previously conducted research related to Quick On the Draw learning activities on student learning outcomes. Based on research journals that researchers analyze, it shows that Quick On the Draw learning activities are proven to be able to improve student learning outcomes, seen from student learning outcomes starting from cycle I to cycle III which has increased. These results can be seen from journals that use the Classroom Action Research (CAR) method. The analysis of journals and theses that conducted research using the experimental research method also showed student learning outcomes through the Quick On the Draw learning activity showing the effect, seen from the class that was treated using the Quick On Draw learning activity whose value was higher than the treated class conventional model.

Keywords: Quick On Draw, Learning Outcomes, Analysis

I. INTRODUCTION

In the journal Dahlan, et al., states that the purpose of national education is to improve the quality of Indonesian people, namely people who believe and fear the Almighty God, have noble character, have an independent personality, are advanced, tough, intelligent, creative, productive, and are physically and mentally healthy. [1]

The way to achieve these educational goals is to attend formal education prepared by the government, namely schools. Through school activities students can learn based on the achievement of the goals of learning activities that have been previously described and applied. Teaching and learning activities will run effectively and efficiently if students have a high interest in learning. According to Djamarah, an indicator of interest in learning consisting of: 1) Feeling happy about an activity without coercion to learn it, 2) Students' interest in activities or it can be experiences stimulated by the activity itself, 3) Attention of students by concentrating or activities on certain observations, and 4) The involvement of students in an object that causes the person to be happy to learn and feel interested in doing or working on the learning activities given.[2]

But in fact there are still many students who have low learning outcomes, the factors causing the low level of activity and student learning outcomes, one of which is external factors, where in external factors there is a school environment in which there is a learning model. Therefore, in the learning process the teacher is expected to use various learning models that can increase the enthusiasm for learning of students. Based on that reason, it encourages researchers to use learning activities that can make it easier for students to understand the material so that it can improve learning outcomes.

The learning model used in this research is the Quick On the Draw activity which was first introduced by Paul Ginnis. states that the Quick on the draw model is a fun learning model, prioritizing students to collaborative activities in groups, through reading, thinking and moving activities with the aim of instilling the value of cooperation,

interdependence and independence. Between groups race to be the first group to solve the questions.[3]

Therefore, in this study implementing the Quick On the Draw activity with renewal, namely to find out: 1) The concept of the Quick On the Draw learning activity; 2) Student learning outcomes through Quick On the Draw learning activities; 3) the relationship of the Quick On the Draw learning activities to student learning outcomes.

II. METHOD

This study uses a qualitative approach, which tends to use analysis, the meaning process is more emphasized in qualitative research. While the type of research used is library research (library research), which is collecting data and scientific papers related to the object of research or data collection that is library in nature. The study carried out in this research is to solve a problem which is basically based on critical and in-depth reviewers of the correct library materials.

Sources of data use primary data sources and secondary data sources obtained based on library materials or literature media sources such as books, journals, and previous research documents. In this study the authors took from Paul Ginnis' book entitled Teaching Tricks & Tactics, journals as well as from the results of previous research that had been conducted research.

The focus of research in this literature study research is the analysis of student learning outcomes through the Quick On the Draw learning model using linear data collection techniques. Data obtained when the literature is collected and processed by: 1) editing; 2) organizing; and 3) finding.

Meanwhile, data analysis used in this research is to use data analysis as follows: 1) Interpretive (a person's view or explanation becomes an opinion); 2) Comparability (looking for differences or comparisons); 3) Inductive (deducing conditions from things that are specific to things that are general in nature); and 4) Deductive (Concluding from things that are general in nature to things that are specific). Data obtained when the literature is collected and processed by: 1) editing; 2) organizing; and 3) finding.