**PENGARUH LAYANAN BIMBINGAN KELOMPOKTERHADAP AKHLAK TERPUJI TEKNIK *ROLE PLAYING* SISWA**

 **KELAS XII SMK AL-WASHLIYAH 4 MEDAN**

**TAHUN AJARAN 2018/2019**

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Penelitian ini merupakan penelitian yang bertujuan untuk mengetahui ada tidaknya pengaruh bimbingan kelompok terhadap akhlak terpuji teknik r*ole playing* dalam kegiatan sehari-hari baik disekolah maupun dirumah, populasi didalam penelitian ini adalah siswa kelas XII SMK Al-Washliyah Tahun Ajaran 2018/2019 yang berjumlah 210 siswa dan diambil sampel sebanyak 10 siswa. SampeldiambildenganmenggunakanTeknik*Purposive Sampling*adalahpengabilananggotasampel yang dilakukandenganpertimbangantertentuataudenganciri-ciritertentu.

Pengumpulan data dalampenelitianinimengunakanangkettertutupsebanyak 40 butirsoal.Dari 40 soal yang diujicobakansebanyak32 soaldinyatakan valid dan8 soaldinyatakantidak valid.Kemudiansoal yang selanjutnyadiberikansaat pre-test dan post-terstberjumlah 10 soal.Kriterialpenolakanujihipotesismenggunaantarafsignifikan 5%.Dari hasilangket yang dibagikansebelumdilakukanlayanan (pre-test) diperoleh data sebagaiberikut.Nilaiterendah77dannilaitertinggi90 ,dannilai rata-rata (pre-test) adalah70,9 . Diketahuiterjadipeningkatansetelahdiberikanlayanan, haliniterlihatdaripeningkatanskorterendah77menjadi81,peningkatanskortertinggidari90menjadi112, danpeningkatan rata-rata dari70,9menjadi105,4.

Berdasarkanhasilpenelitianternyatahipotesis yang diajukandapatditerima,adanyapengaruh yang positifdansignifikanantaralayananbimbingankelompokterhadapkecerdasan interpersonal teknik*role playing*. Dari perhitungandiperolehhasilthitung =3,2 ,Selanjutnyadengan t table padatarafsignifikan 5% dengandb10yaitusebesar2,228maka3,2<2,228dengandemikiankoefisien t hitung3,2adalahsignifikanpadatarafsignifikan 5% lebihbesardarittabe = 2,228 Dan adapengaruh yang positifantaralayananbimbingankelompokterhadapakhlak terpuji teknik*role playing*dikelasXII SMK Al-Washliyah 4 Medan TahunAjaran 2018/2019**.**

**Kata kunci : *layanan bimbingan kelompok, role playing, akhlak terpuji***

**THE EFFECT OF *ROLE PLAYING* TECHNIQUES ON GROUP**

**GUINDANCE SERVICES AGAINST THE ACHIEVEMENT OFSTUDENTSCLASS XII SMK AL-WASHLIYAH 4 MEDAN**

**ACADEMIC YEAR 2018-2019**

**BY:**

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This study is a study that aims to determine whether there is influence of *role playing* on group guidance laudable in daily activities both at school and at home, the population in this study were students of class XII SMK Al-Washliyah Academic Year 2018/2019 totaling 210 students and a sample of 10 students was taken. Samples taken using Purposive Sampling Techniques are obfuscation of sample members conducted with certain considerations or with certain characteristics.

Data collection in this study uses a closed questionnaire of 40 items. Of the 40 questions tested, 32 questions were declared valid and 8 questions were declared invalid. Then the next question was given when the pre-test and post-test totaled 10 questions. Kriterial rejection of hypothesis testing uses a significant level of 5%. From the results of the questionnaire distributed before the service was carried out (pre-test) the following data was obtained. The lowest value is 77 and the highest score is 90, and the average value (pre-test) is 70.9. It was known that there was an increase after being given services, this was evident from the lowest score increase of 77 to 81, the highest score increase from 90 to 112, and the average increase from 70.9 to 105.4.

Based on the results of the study, the proposed hypothesis can be accepted, there is a positive and significant influence between group guidance services on interpersonal intelligence on role playing techniques. From the calculation, the result of tcount = 3.2, then with t table at the significant level of 5% with db 10 that is equal to 2.228 then 3.2 <2.228, so the coefficient t count 3.2 is significant at a significant level of 5% greater than ttabe = 2,228 And there is a positive influence between group guidance services on commendable character *role playing* techniques in class XII SMK Al-Washliyah 4 Medan Academic Year 2018-1919.

***Keywords: group guidance services, role playing, good character***