ABSTRACT

Imron, Ali. Development of Group Tutoring Using Monopoly Media to Increase Efficacy in Students' Careers. Thesis, Faculty of Teacher Training and Education, Guidance and Counseling Study Program, Darul 'Ulum University, Jombang. Supervisor: (I). Dra. Rohana Maryam M.Pd.I (II) Agus Rizal S.Sos, M.Pd.

Career efficacy is a feeling, belief, perception, belief in one's own abilities and abilities which will influence the way an individual behaves/deals with a particular situation to be able to achieve various goals in his life, in this case his career goals. The research developed is a monopoly game media based on group guidance to increase career efficiency for students.

This research focuses on: (1) Can Guidance and Counseling Media using the Monopoly Game be used to increase students' career effectiveness? (2) How effective and useful is the Monopoly game media in increasing students' career effectiveness? The aim of this research is to determine (1) Monopoly Game Guidance and Counseling Media based on group guidance to increase the career efficiency of students at SMAN 01 Krucil as well as the level of effectiveness and usefulness of the career Monopoly Game Media applied to students.

This research adopts a research and development (RnD) approach using the Borg and Gall development model modified by the researcher. The data analysis used by researchers is descriptive data analysis techniques and qualitative data analysis techniques. From the results of the research that has been carried out, the following results are obtained: (1) Students need group tutoring service media to improve students' professional effectiveness, but these service media do not exist in school environment; (2) This game media is a form of career monopoly game and is expected to be useful in providing solutions to serve students in overcoming their problems, especially in the career field. (3) The Monopoly Game Media developed by researchers is very effective and results are obtained by assessment very valid based on media expert tests, material expert tests, practitioner tests. And it can be seen from the pretest and posttest results, there is an increase in pretest and posttest results, which means that the monopoly media developed by researchers is effectively used in group guidance to improve students' low career efficacy.