

ABSTRAK

Rianasari Dewi Rambu Hapat, 2022. Implementasi Model Pembelajaran Berbasis Proyek Dalam Mengembangkan Kreativitas Dan Hasil Belajar Siswa SMA Negeri 11 Yogyakarta Pada Materi Matriks. Skripsi. Program Studi Pendidikan Matematika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.

Proses pembelajaran di kelas XI SMA Negeri 11 Yogyakarta membuat siswa bosan, sehingga kreativitas dan hasil belajar siswa kurang baik. Oleh karena itu, diperlukan strategi pengajaran yang melibatkan siswa dalam pembelajaran aktif, seperti pembelajaran berbasis proyek. Oleh sebab itu, tujuan dari penelitian ini adalah untuk (1) Mengetahui cara mengimplementasi model pembelajaran berbasis proyek; (2) Mengetahui pencapaian kreativitas dan hasil belajar siswa setelah implementasi model pembelajaran; dan (3) Mengetahui respon siswa terhadap kreativitas setelah implementasi model pembelajaran. Penelitian merupakan penelitian deskriptif yang menggunakan metode kualitatif dan kuantitatif. Subjek penelitian sebanyak 36 siswa kelas XII IPA 4 dengan topik matriks dilakukan pada semester ganjil tahun 2021-2022. Tes, wawancara, angket, dan observasi merupakan instrumen yang digunakan peneliti. Temuan menunjukkan bahwa (1) Model pembelajaran berbasis proyek dalam pembelajaran matematika sudah sesuai dan terlaksana yaitu merumuskan pertanyaan mendasar, merencanakan proyek, penjadwalan, memonitoring, menguji proses, evaluasi, serta mendapatkan respon yang baik dalam prosesnya; (2) Pencapaian kreativitas dan hasil belajar siswa setelah implementasi model pembelajaran sudah dikategorikan baik. Berdasarkan persentase lembar observasi kreativitas siswa yaitu 76,11% kategori kreatif. Sedangkan nilai rata-rata hasil belajar adalah 84.33 dengan persentase ketuntasan 100% kategori sangat baik; dan (3) Respon siswa terhadap kreativitas setelah implementasi model pembelajaran berdasarkan persentase angket kreativitas siswa yaitu 75.35% kategori kreatif.

Kata kunci: matriks, hasil belajar, kreativitas, dan model pembelajaran berbasis proyek.

ABSTRACT

Rianasari Dewi Rambuh Hapat, 2022. Implementation of Project-Based Learning Models in Developing Creativity and Learning Outcomes of Yogyakarta 11 High School Students in Matrix Material. Essay. Mathematics Education Study Program, Faculty of Teacher Training and Education, Sanata Dharma University.

The learning process in class XI SMA Negeri 11 Yogyakarta makes students bored, so that creativity and student learning outcomes are not good. Therefore, teaching strategies are needed that involve students in active learning, such as project-based learning. Therefore, the purpose of this research is to (1) find out how to implement a project-based learning model; (2) Knowing the achievement of creativity and student learning outcomes after implementing the learning model; and (3) knowing students' responses to creativity after implementing the learning model. This research is a descriptive study using qualitative and quantitative methods. The research subjects were 36 students of class XII IPA 4 with a matrix topic conducted in the odd semester of 2021-2022. Tests, interviews, questionnaires, and observations are the instruments used by researchers. The findings show that (1) the project-based learning model in mathematics learning is appropriate and implemented, namely formulating basic questions, planning projects, scheduling, monitoring, testing processes, evaluating, and getting good responses in the process; (2) Achievement of creativity and student learning outcomes after implementing the learning model is categorized as good. Based on the percentage of student creativity observation sheets, namely 76.11% creative category. While the average value of learning outcomes is 84.33 with a completeness percentage of 100% very good category; and (3) students' responses to creativity after implementing the learning model based on the percentage of students' creativity questionnaires, namely 75.35% in the creative category.

Keywords: matrix, learning outcomes, creativity, and project-based learning models.