

ABSTRAK

M. Hanif Al-Haya M, “Implemtasi Model Pembelajaran *Project Based Learning* (Pjbl) Berbantu Media Aplikasi Canva Terhadap Peningkatan Kemampuan Berpikir Kreatif Siswa Pada Materi Sistem Reproduksi”

Kemampuan berpikir kreatif merupakan aspek yang harus dimiliki oleh siswa pada Abad ke-21. Tujuan dari penelitian ini untuk mennganalisis implementasi model pembelajaran Pembelajaran *Project based learning* (PjBL) berbantu media aplikasi Canva terhadap peningkatan kemampuan berpikir kreatif siswa pada materi Sistem Reproduksi. Teknik pengambilan sampel yang digunakan adalah *purposive sampling*, populasi yang digunakan pada penelitian ini adalah pada kelas eksperimen yakni kelas XI-B dengan jumlah siswa 30 dan pada kelas kontrol yakni pada kelas XI-C dengan jumlah siswa 30. Metode yang digunakan ialah penelitian quasi eksperimen dengan desain penelitian *non-equivalent control-group design*. Data dikumpulkan melalui pemberian instrumen berupa lembar observasi, tes kemampuan berpikir kreatif, dan angket respon siswa. Hasil penelitian menunjukkan bahwa penerapan model pembelajaran *Project based learning* (PjBL) berbantu media aplikasi Canva berpengaruh terhadap peningkatan kemampuan berpikir kreatif siswa pada materi Sistem Reproduksi. Implementasi yang diberikan diuji melalui serangkaian uji statistika yaitu uji normalitas, homogenitas dan uji hipotesis,. Berdasarkan analisis data diperoleh data diperoleh rata-rata *pretest* dan *posttest* dengan nilai N-Gain pada indikator berpikir kreatif adalah 0,62 yang termasuk kategori sedang. Nilai signifikansi *Asymp Sig.* (2-tiled) adalah $0,000 \leq 0,05$ maka H1 diterima. Oleh karena itu, terdapat perbedaan implementasi model pembelajaran *Project based learning* (PjBL) berbantu media aplikasi Canva terhadap peningkatan kemampuan berpikir kreatif siswa pada materi Sistem Reproduksi pada siswa kelas XI di salah satu MA Negeri di Kabupaten Bandung Barat terutama pada pembelajaran biologi.

Kata Kunci: Aplikasi Canva, Kemampuan Berpikir Kreatif, Model *Project based learning* (PjBL), Sistem Reproduksi

ABSTRACT

M. Hanif Al-Haya M, “*Implementation of Project Based Learning (Pjbl) Learning Model Assisted by Canva Application Media to Improve Students' Creative Thinking Skills in Reproductive System Material*”

Creative thinking ability is an aspect possessed by students in the 21st century. The purpose of this study was to analyze the implementation of the Project based learning (PjBL) learning model assisted by the Canva application media to improve students' creative thinking skills in the Reproductive System material. The sampling technique used was purposive sampling, the population used in this study was in the experimental class, namely class XI-B with 30 students and in the control class, namely class XI-C with 30 students. The method used was quasi-experimental research with a non-equivalent control-group design. Data were distributed through the provision of instruments in the form of observation sheets, creative thinking ability tests, and student response questionnaires. The results showed that the implementation of the Project based learning (PjBL) learning model assisted by the Canva application media had an effect on improving students' creative thinking skills in the Reproductive System material. The implementation given was tested through a series of statistical tests, namely normality tests, homogeneity tests and hypothesis tests. Based on the data analysis, the data obtained were the average pretest and posttest with an N-Gain value on the creative thinking indicator of 0.62 which is included in the moderate category. The significance value of Asymp Sig. (2-tailed) is $0.000 \leq 0.05$, so H1 is accepted. Therefore, there is an influence of research on the implementation of the Project based learning (PjBL) learning model assisted by the Canva application media on improving students' creative thinking skills in the Reproductive System material for class XI students at one of the State MAs in West Bandung Regency, especially in biology learning.

Keywords: *Canva Application, Creative Thinking Skills, Project based learning (PjBL) Model, Reproductive System*