

ABSTRAK

Nadila Dwi Yanti: “Penerapan Model *Problem Based Learning* Berbantuan Aplikasi XMIND untuk Meningkatkan Keterampilan Berpikir Kreatif Peserta Didik pada Materi Momentum dan Impuls”.

Penelitian ini bertujuan untuk meningkatkan keterampilan berpikir kreatif peserta didik melalui penerapan model pembelajaran *Problem Based Learning* (PBL) berbantuan aplikasi XMIND pada materi Momentum dan Impuls. Metode yang digunakan adalah *quasi-eksperimen* dengan desain *pretest-posttest control group*. Sampel penelitian terdiri dari dua kelas, yaitu kelas eksperimen yang menggunakan model PBL berbantuan aplikasi XMIND dan kelas kontrol yang hanya menggunakan model PBL tanpa aplikasi. Instrumen yang digunakan meliputi keterlaksanaan pembelajaran dilakukan dengan penilaian autentik menggunakan *AABTLT with SAS*. Penilaian peningkatan keterampilan berpikir kreatif menggunakan penilaian lembar *pretest* dan *posttest*. Hasil penelitian menunjukkan bahwa keterlaksanaan pembelajaran menggunakan model *problem based learning* berbantuan XMIND pada kelas eksperimen memperoleh persentase rata-rata sebesar 80,53% dan keterlaksanaan model *problem based learning* pada kelas kontrol memperoleh persentase rata-rata sebesar 81,25%. Berdasarkan hasil perhitungan menggunakan *software SPSS ver.26* menggunakan uji *Mann-Whitney* yang menunjukkan nilai signifikansi sebesar 0,002. Hasil signifikansi tersebut menunjukkan $< 0,05$ yang artinya H_0 ditolak dan terima H_a . Sehingga dapat disimpulkan bahwa terdapat perbedaan peningkatan keterampilan berpikir kreatif peserta didik antara kelas eksperimen yang menerapkan model *problem based learning* berbantuan aplikasi XMIND dan kelas kontrol yang menerapkan model *problem based learning*.

Kata Kunci: XMIND, *Problem Based Learning*, Keterampilan Berpikir Kreatif, AABTLT.

ABSTRACT

Nadila Dwi Yanti: “Implementation of Problem Based Learning Model Assisted by XMIND Application to Improve Students’ Creative Thinking Skills on Momentum and Impulse Material”

This study aims to improve students' creative thinking skills through the application of the Problem Based Learning (PBL) learning model assisted by the XMIND application on Momentum and Impulse material. The method used is a quasi-experiment with a pretest-posttest control group design. The research sample consisted of two classes, namely the experimental class using the PBL model assisted by the XMIND application and the control class using only the PBL model without the application. The instruments used include the implementation of learning carried out with authentic assessment using AABTLT with SAS. Assessment of the increase in creative thinking skills using pretest and posttest sheet assessments. The results showed that the implementation of learning using the problem based learning model assisted by XMIND in the experimental class obtained an average percentage of 80.53% and the implementation of the problem based learning model in the control class obtained an average percentage of 81.25%. Based on the results of calculations using SPSS ver.26 software using the Mann-Whitney test which showed a significance value of 0.002. The significance results showed <0.05 which means that H_0 is rejected and H_a is accepted. So it can be concluded that there is a difference in the increase in students' creative thinking skills between the experimental class that applies the problem based learning model assisted by the XMIND application and the control class that applies the problem based learning model.

Keywords: XMIND, Problem Based Learning, Creative Thinking Skills, AABTLT.