ABSTRAK

Nur Muhammad Naufal Hilmi, "Pengaruh Model Pembelajaran *ERCoRe Learning* Terhadap Keterampilan Berpikir Kreatif Berbantu Media Kumatalibi.com Pada Materi Ekosistem"

Keterampilan berpikir kreatif menjadi penting di era Industri 4.0, terutama dalam menghadapi tantangan pembelajaran biologi yang sering kali mengalami miskonsepsi. Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran *ERCoRe Learning* berbantu media kumatalibi.com terhadap keterampilan berpikir kreatif peserta didik pada materi Ekosistem. Metode penelitian yang digunakan adalah kuasi eksperimen dengan desain *pretest-posttest control group*. Kelas eksperimen menggunakan model *ERCoRe Learning*, sedangkan kelas kontrol menggunakan model *Problem Based Learning* (PBL). Instrumen penelitian berupa tes yang mengacu pada indikator keterampilan berpikir kreatif. Hasil penelitian menunjukkan bahwa terdapat pengaruh signifikan penerapan model *ERCoRe Learning* berbantu kumatalibi.com terhadap peningkatan keterampilan berpikir kreatif peserta didik dengan skor 0,725 pada uji *effect size Cohen's* yang termasuk kategori tinggi. Peserta didik juga menunjukkan respon positif terhadap penggunaan model dan media tersebut dalam pembelajaran. Penelitian ini merekomendasikan penggunaan *ERCoRe Learning* sebagai alternatif model pembelajaran inovatif berbasis konstruktivisme dalam meningkatkan kemampuan berpikir kreatif di kelas.

Kata kunci: keterampilan berpikir kreatif, *ERCoRe Learning*, Ekosistem.

ABSTRACT

Nur Muhammad Naufal Hilmi, "*The Effect of the ERCoRe Learning Model on Creative Thinking Skills Assisted by Kumatalibi.com Media in the Ecosystem Topic*"

Creative thinking skills are becoming increasingly important in the era of Industry 4.0, particularly in addressing challenges in biology learning, which often involves misconceptions. This study aims to analyze the effect of the ERCoRe Learning model assisted by the kumatalibi.com media on students' creative thinking skills in the Ecosystem topic. The research method employed is a quasi-experimental design using a pretest-posttest control group. The experimental class applied the ERCoRe Learning model, while the control class used the Problem-Based Learning (PBL) model. The research instrument consisted of tests based on indicators of creative thinking skills. The results showed a significant effect of implementing the ERCoRe Learning model assisted by kumatalibi.com on improving students' creative thinking skills, with an effect size score of 0.725 based on Cohen's test, which falls into the high category. Students also showed positive responses toward the use of the model and media in learning. This study recommends the use of ERCoRe Learning as an alternative constructivist-based innovative learning model to enhance creative thinking skills in the classroom.

Keywords: *Creative thinking skills, ERCoRe Learning, Ecosystem*