ABSTRAK

Kartika Mahottama (1212060062): Pengaruh Model Pembelajaran *Project Based Learning* (PjBL) Berbantu *Renderforest* Terhadap Keterampilan Berpikir Kreatif Siswa Pada Materi Perubahan Lingkungan

Keterampilan berpikir kreatif merupakan bagian dari *learning skills* dalam menghadapi tantangan global. Penelitian bertujuan untuk menganalisis pengaruh model PjBL berbantu *Renderforest* terhadap keterampilan berpikir kreatif siswa pada materi perubahan lingkungan. Penelitian dengan metode *quasi experiment* dan desain *non-equivalent control group*, melibatkan 35 siswa pada kelas eksperimen dan 35 siswa pada kelas kontrol yang dipilih melalui *purposive sampling*. Instrumen penelitian meliputi lembar observasi, soal uraian dengan indikator keterampilan berpikir kreatif yaitu berpikir lancar (*fluency*), berpikir luwes (*flexibility*), berpikir elaborasi (*elaboration*), berpikir orisinil (*originality*), dan berpikir abstrak (*abstractness*), asesmen kinerja produk, dan refleksi siswa. Hasil menunjukkan keterlaksanaan pembelajaran di kelas eksperimen pada aktivitas guru dan siswa mencapai 96,4% dan 91,03%, sedangkan kelas kontrol sebesar 93,4% dan 87,8%, keduanya dalam kategori sangat baik. Nilai *posttest* keterampilan berpikir kreatif siswa di kelas eksperimen sebesar 84,29 dengan N-gain 0,71 (tinggi) dan indikator tertinggi yaitu berpikir elaborasi (0,74) serta indikator terendah yaitu berpikir luwes (0,69), sedangkan di kelas kontrol sebesar 78,91 dengan N-gain 0,65 (sedang) dan indikator tertinggi yaitu berpikir abstrak (0,69) serta indikator terendah yaitu berpikir elaborasi (0,59). Uji *Mann Whitney* menunjukkan (sig. <0,001 < 0,05), sehingga H_0 ditolak dan H_1 diterima. Penilaian produk berada pada kategori baik dengan rata-rata 83,3. Refleksi siswa menunjukkan indikator *Fact* (68,6%), *Filling* (54,3%), *Finding* (57,1%) pada kategori sangat baik, indikator *Future* (45,7%) pada kategori baik. Pembelajaran dengan model PjBL berbantu *Renderforest* dapat meningkatkan keterampilan berpikir kreatif serta menjadi alternatif strategi pembelajaran abad 21.

Kata kunci : Keterampilan berpikir kreatif, Perubahan lingkungan, *Project Based Learning*, *Renderforest*

ABSTRACT

Kartika Mahottama (1212060062): *The Influence of Project Based Learning (PjBL) Model Assisted by Renderforest on Students' Creative Thinking Skills in Environmental Change Material*

Creative thinking skills are an essential part of learning skills in facing global challenges. This study aims to analyze the effect of the Project Based Learning (PjBL) model assisted by Renderforest on students' creative thinking skills in the topic of environmental change. The research employed a quasi-experimental method with a non-equivalent control group design, involving 35 students in the experimental class and 35 students in the control class selected through purposive sampling. The research instruments included observation sheets, essay tests with creative thinking indicators—fluency, flexibility, elaboration, originality, and abstractness—product performance assessments, and student reflections. The results showed that the implementation of learning in the experimental class reached 96.4% for teacher activities and 91.03% for student activities, while in the control class it was 93.4% and 87.8%, both categorized as very good. The posttest score of students' creative thinking skills in the experimental class was 84.29 with an N-gain of 0.71 (high), with the highest indicator being elaboration (0.74) and the lowest flexibility (0.69). Meanwhile, the control class obtained a score of 78.91 with an N-gain of 0.65 (medium), with the highest indicator being abstractness (0.69) and the lowest elaboration (0.59). The Mann-Whitney test showed (sig. < 0.001 < 0.05), indicating that H0 was rejected and H1 was accepted. Product assessment was in the good category with an average of 83.3. Student reflections showed indicators of Fact (68.6%), Filling (54.3%), and Finding (57.1%) in the very good category, while the Future indicator (45.7%) was in the good category. It can be concluded that learning through the PjBL model assisted by Renderforest can improve students' creative thinking skills and serve as an alternative 21st-century learning strategy.

Keywords : *Creative Thinking Skills, Environmental Change, Project Based Learning (PjBL), Renderforest*