

ABSTRAK

Riska Dwi Pebriyanti, 1192050090, 2026. “Penerapan Model Pembelajaran *Flipped Mastery* Berbantuan Aplikasi Edpuzzle untuk Meningkatkan Kemampuan Pemecahan Masalah Matematis Siswa Ditinjau dari *Adversity Quotient*”

Penelitian ini bertujuan untuk mengetahui peningkatan kemampuan pemecahan masalah matematis siswa melalui implementasi model pembelajaran *Flipped Mastery* berbantuan aplikasi Edpuzzle, dilihat dari *Adversity Quotient*. Metode yang digunakan yaitu *Quasi-Experiment* dengan desain kelompok *Non-Equivalent*. Data yang digunakan meliputi data *pretest-posttest* dari tes kemampuan pemecahan masalah matematis, angket *Adversity Response Profile*, lembar observasi keterlaksanaan pembelajaran, serta lembar validasi perangkat pembelajaran. Hasil penelitian menunjukkan bahwa perangkat pembelajaran yang dirancang dinyatakan valid oleh para ahli. Selain itu, keterlaksanaan model *Flipped Mastery* berbantuan aplikasi Edpuzzle terlaksana dengan baik. Disamping itu, terdapat perbedaan peningkatan kemampuan pemecahan masalah matematis yang signifikan, dengan pembelajaran *Flipped Mastery* berbantuan aplikasi Edpuzzle maupun E-Modul memberikan peningkatan yang lebih baik dibandingkan kelas konvensional. Terdapat perbedaan peningkatan kemampuan pemecahan masalah matematis berdasarkan tingkat *Adversity Quotient* siswa, dengan siswa kategori *Camper* dan *Climber* menunjukkan peningkatan kemampuan pemecahan masalah matematis yang lebih baik dibandingkan dengan siswa kategori *Quitter*. Namun, tidak ditemukan interaksi antara model pembelajaran dan *Adversity Quotient* terhadap kemampuan pemecahan masalah matematis. Sementara itu, terdapat perbedaan tingkat *Adversity Quotient* siswa sebelum dan sesudah diterapkannya model pembelajaran *Flipped Mastery* berbantuan aplikasi Edpuzzle. Dengan demikian, *Flipped Mastery* berbantuan aplikasi Edpuzzle dapat menjadi alternatif model pembelajaran dalam meningkatkan kemampuan pemecahan masalah matematis siswa ditinjau dari *Adversity Quotient*.

Kata kunci: *Flipped Mastery*, Edpuzzle, Kemampuan Pemecahan Masalah Matematis, *Adversity Quotient*.

ABSTRACT

Riska Dwi Pebriyanti, 1192050090, 2026. "The Implementation of Edpuzzle-Assisted Flipped Mastery Learning Model to Improve Students' Mathematical Problem-Solving Ability Viewed from Adversity Quotient"

This study aims to determine the improvement of students' mathematical problem-solving ability through the implementation of the Edpuzzle-assisted Flipped Mastery learning model, viewed from Adversity Quotient. The method used was Quasi-Experiment with a Non-Equivalent group design. The data used included pretest-posttest results from mathematical problem-solving tests, the Adversity Response Profile questionnaire, learning implementation observation sheets, and learning tool validation sheets. The results showed that the designed learning tools were declared valid by experts. In addition, the implementation of the Edpuzzle-assisted Flipped Mastery model was carried out well. Furthermore, there was a significant difference in the improvement of mathematical problem-solving ability, with the Edpuzzle-assisted Flipped Mastery learning and E-Module providing better improvement compared to the conventional class. There was a difference in the improvement of mathematical problem-solving ability based on students' Adversity Quotient level, with students in the Camper and Climber categories showing better improvement than those in the Quitter category. However, no interaction was found between the learning model and Adversity Quotient on mathematical problem-solving ability. Meanwhile, there was a difference in students' Adversity Quotient level before and after the implementation of the Edpuzzle-assisted Flipped Mastery learning model. Thus, Edpuzzle-assisted Flipped Mastery can serve as an alternative learning model to improve students' mathematical problem-solving ability viewed from Adversity Quotient.

Keywords: Flipped Mastery, Edpuzzle, Mathematical Problem-Solving Ability, Adversity Quotient