ABSTRAK

Anggi Diva Safira (1212060013) : Penerapan Model *Flipped Classroom* Berbasis *Problem Based Learning* Untuk Meningkatkan Kemampuan Literasi Digital Siswa Pada Materi Virus

Perkembangan teknologi digital menuntut siswa memiliki kemampuan literasi digital yang baik untuk mengakses, mengevaluasi, dan memanfaatkan informasi secara kritis dalam pembelajaran. Oleh karena itu, diperlukan model pembelajaran yang mampu mengintegrasikan pemanfaatan teknologi dengan kegiatan pemecahan masalah. Penelitian ini bertujuan untuk mengetahui keterlaksanaan pembelajaran, efektivitas penerapan model pembelajaran *Flipped Classroom* berbasis *Problem Based Learning* (FC-PBL), serta respons siswa terhadap penerapan model tersebut pada materi Virus dalam meningkatkan kemampuan literasi digital siswa. Penelitian menggunakan metode kuasi eksperimen dengan desain *Non-Equivalent Control Group Design.* Sampel terdiri atas dua kelas X di SMA Negeri 1 Kedungwaringin yang dipilih melalui teknik *cluster random sampling*, yaitu kelas X.4 sebagai kelas eksperimen dan X.1 sebagai kelas kontrol. Instrumen penelitian meliputi lembar observasi keterlaksanaan pembelajaran, tes kemampuan literasi digital berupa soal pilihan ganda, dan angket respons siswa. Data dianalisis menggunakan uji *N-gain, independent samples t-test*, dan analisis deskriptif. Hasil penelitian menunjukkan bahwa keterlaksanaan pembelajaran pada kelas eksperimen berada pada kategori sangat baik dengan persentase aktivitas guru sebesar 98% dan siswa sebesar 92%, Peningkatan kemampuan literasi digital kelas eksperimen memperoleh N-gain sebesar 0,85 berkategori tinggi, sedangkan kelas kontrol sebesar 0,27 berkategori rendah. Hasil *independent samples T-test* menunjukkan adanya perbedaan peningkatan kemampuan literasi digital siswa yang signifikan antara kedua kelas. Respons siswa terhadap FC-PBL berada pada kategori sangat baik. Dengan demikian, FC-PBL efektif digunakan pada materi Virus untuk meningkatkan kemampuan literasi digital siswa.

Kata kunci: *Flipped Classroom*, *Problem Based Learning*, literasi digital, Virus.

ABSTRACT

Anggi Diva Safira (1212060013) : *Implementation of the Flipped Classroom Model Based on Problem Based Learning to Improve Students' Digital Literacy Skills on Virus Material*

The development of digital technology requires students to possess good digital literacy skills to access, evaluate, and utilize information critically in learning. Therefore, a learning model that integrates the use of technology with problem-solving activities is needed. This study aimed to determine the implementation of learning activities, the effectiveness of applying the Flipped Classroom model based on Problem-Based Learning (FC-PBL), and students' responses to the implementation of this model in improving students' digital literacy skills in the topic of Viruses. This study employed a quasi-experimental method with a Non-Equivalent Control Group Design. The sample consisted of two Grade X classes at SMA Negeri 1 Kedungwaringin, selected through cluster random sampling, namely class X.4 as the experimental group and class X.1 as the control group. The research instruments included learning implementation observation sheets, a multiple-choice digital literacy test, and a student response questionnaire. The data were analyzed using the N-gain test, an independent samples t-test, and descriptive analysis. The results showed that learning implementation in the experimental group was categorized as very good, with teacher and student activity percentages of 98% and 92%, respectively. The improvement in digital literacy skills in the experimental group achieved an N-gain score of 0.85, categorized as high, while the control group achieved 0.27, categorized as low. The results of the independent samples t-test indicated a significant difference in students' digital literacy improvement between the two groups. Students' responses to FC-PBL were categorized as very good. Thus, FC-PBL is effective for improving students' digital literacy skills in the topic of Viruses.

Keywords: *Flipped Classroom, Problem Based Learning, digital literacy, Virus.*