

## ABSTRAK

**Rina Susilawati (1192060082): “Pengaruh Model *Discovery Learning* Berbantu *Virtual Lab Olabs* Terhadap Keterampilan Berpikir Kreatif Siswa Pada Materi Sistem Ekskresi”**

Pembelajaran menggunakan teknologi merupakan pengaruh dari revolusi 4.0 dalam bidang Pendidikan. Penelitian ini memiliki tujuan untuk mendeskripsikan keterlaksanaan pembelajaran, mendeskripsikan respon siswa dan menganalisis model *discovery learning* berbantu *virtual lab olabs* terhadap keterampilan berpikir kreatif siswa pada materi sistem ekskresi. Metode yang digunakan yaitu *Quasi Experiment* dengan pendekatan kuantitatif dan teknik *purposive sampling*. Penelitian dilaksanakan di MAN Purwakarta pada kelas XI IPA 1 dan XI IPA 2. Pengumpulan data berdasarkan observasi kelas, *pretest-posttest* dan angket responsiswa. Kemudian data dianalisis menggunakan SPSS dan *microsoft excel* serta uji prasyarat dan uji hipotesis. Hasil penelitian menunjukkan bahwa keterlaksanaan pembelajaran memiliki rata-rata 93% dengan kategori sangat baik. Kemudian pada kelas eksperimen diperoleh nilai rata-rata *pretest* sebesar 45 dan rata-rata *posttest* sebesar 83. Sedangkan pada kelas kontrol diperoleh rata-rata *pretest* sebesar 40 dan rata-rata *posttest* 75. Hasil uji hipotesis menggunakan uji *Nonparametric Mann Whitney* diperoleh nilai Sig. (2-tailed) 0,03. Dimana  $0,03 < 0,05$  berarti  $H_0$  ditolak dan  $H_a$  diterima, sehingga terdapat pengaruh setelah pembelajaran model *Discovery learning* berbantu *virtual lab olab*. Respon siswa terhadap pembelajaran diperoleh hasil rata-rata 70% dengan kategori tinggi. Pembelajaran melalui model *discovery learning* berbantu *virtual lab olabs* membuat siswa terlibat aktif, merasa senang, dan dapat mengikuti pembelajaran dengan baik.

**Kata Kunci:** Keterampilan Berpikir Kreatif, Model *Discovery Learning*, Sistem Ekskresi, *Virtual Lab Olabs*

## ***ABSTRACT***

**Rina Susilawati (1192060082): “*The Effect of the Discovery Learning Model Assisted by Virtual Lab Olabs on Students' Creative Thinking Skills in Excretion System Material*”**

Learning using technology is the influence of the 4.0 revolution in the field of education. This research aims to describe the implementation of learning, describe student responses and analyze the Discovery Learning model assisted by virtual lab Olabs on students' creative thinking skills on excretory system material. The method used is Quasi Experiment with a quantitative approach and purposive sampling technique. The research was carried out at MAN Purwakarta in classes XI Science 1 and XI Science 2. Data collection was based on classroom observations, pretest-posttest and student response questionnaires. Then the data was analyzed using SPSS and Microsoft Excel as well as prerequisite tests and hypothesis tests. The research results show that the implementation of learning has an average of 93% in the very good category. Then in the experimental class, the average pretest value was 45 and the posttest average was 83. Meanwhile, in the control class, the pretest average was 40 and the posttest average was 75. The results of the hypothesis test using the nonparametric Mann Whitney test obtained a Sig. (2-tailed) 0.03. Where  $0.03 < 0.05$  means  $H_0$  is rejected and  $H_a$  is accepted, so there is an influence after learning the Discovery learning model assisted by virtual labs. Student responses to learning obtained an average of 70% in the high category. Learning through the Discovery Learning model assisted by virtual lab Olabs makes students actively involved, happy and able to participate in learning well.

**Key Word:** Creative Thinking Skills, Discovery Learning Models, Excretion Systems, Virtual Lab Olabs