

## ABSTRAK

**Sely Yuliana Putri (1192060092)** : “Pengaruh Model *Problem Based Instruction* (PBI) Berbantu Renderforest Terhadap Keterampilan Berpikir Kreatif Siswa Pada Materi Sistem Saraf”

Penelitian ini dilatarbelakangi dari kesulitan siswa dalam memahami materi sistem saraf. Penelitian ini bertujuan untuk menganalisis pengaruh model *Problem Based Instruction* (PBI) berbantu Renderforest terhadap keterampilan berpikir kreatif siswa pada materi sistem saraf. Metode yang digunakan yaitu metode quasi eksperimen dengan jenis desain *pretest-posttest with non-equivalent control group design* menerapkan dua kelas XI IPA 2 dan XI IPA 3 dengan subjek penelitian sebanyak 62 orang. Instrumen penelitian yang digunakan berupa soal uraian berjumlah 23 item. Data keterampilan berpikir kreatif berupa nilai rata-rata *pretest* dan *posttest* kelas dengan menggunakan model PBI berbantu Renderforest yaitu *pretest* 34 dan *posttest* 80 dengan *N-Gain* sebesar 0,66 kategori sedang. Uji hipotesis yang digunakan memperoleh data  $0,001 < 0,05$ . Dapat disimpulkan model PBI berbantu Renderforest berpengaruh positif dan signifikan terhadap keterampilan berpikir kreatif pada materi sistem saraf. Respon terhadap model pembelajaran PBI berbantu Renderforest memperoleh rata-rata sebesar 75,14 kategori baik.

**Kata Kunci** : Keterampilan Berpikir Kreatif, PBI, Renderforest, Sistem Saraf



## ABSTRACT

**Sely Yuliana Putri (1192060092):** "The Influence of the Problem Based Instruction (PBI) Model Assisted by Renderforest on Students' Creative Thinking Skills on Nervous System Material"

This research was motivated by students' difficulties in understanding nervous system material. This research aims to analyze the influence of the Problem Based Instruction (PBI) model assisted by Renderforest on students' creative thinking skills in nervous system material. The method used is a quasi-experimental method with a pretest-posttest design with non-equivalent control group design applying two classes XI IPA 2 and XI IPA 3 with 62 research subjects. The research instrument used was a description of 23 items. Data on creative thinking skills in the form of the average class pretest and posttest scores using the PBI model assisted by Renderforest, namely pretest 34 and posttest 80 with an N-Gain of 0.66 in the medium category. The hypothesis test used obtained data of  $0.001 < 0.05$ . It can be concluded that the PBI model assisted by Renderforest has a positive and significant effect on creative thinking skills in nervous system material. The response results to the PBI learning model assisted by Renderforest obtained an average of 75.14 in the good category.

**Keywords:** Creative Thinking Skills, Nervous System, PBI, Renderforest

