

ABSTRAK

Layalia Hurin Indallah (1202060042): Pembekalan Kreativitas Siswa Menggunakan Asesmen Kinerja Berbasis Etno-STREAM (*Science, Technology, Religion, Engineering, Arts, Mathematics*) Pada Manisan Buah Cianjur.

Penelitian ini bertujuan untuk mendeskripsikan karakteristik asesmen kinerja, mengetahui capaian asesmen kinerja, mengetahui level kreativitas siswa serta menganalisis kendala pembekalan kreativitas siswa menggunakan asesmen kinerja berbasis Etno-STREAM. Jenis penelitian *Research and Development* (R&D) menggunakan desain 3D (*Define, Design, Development*). Instrumen antara lain lembar validasi, rubrik beserta lembar observasi asesmen kinerja skills dan produk, rubrik beserta lembar observasi level kreativitas siswa pada laporan hasil percobaan, angket kendala keterbacaan *task* dan kendala pembelajaran. Teknik *purposive sampling* terdiri dari 23 orang siswa kelas eksperimen dan kelas reguler di salah satu Sekolah Menengah Kejuruan. Hasil penelitian menunjukkan karakteristik asesmen kinerja Etno-STREAM adalah task berupa LKPD dan rubrik sebagai kriteria penilaian, task LKPD disusun berdasarkan aspek STREAM beririsan dengan indikator kreativitas. Capaian kinerja skills dan produk paling baik berada pada kelas eksperimen mendapatkan kriteria istimewa. Level kreativitas unggul (*excelling*) pada indikator berpikir orisinal dan luwes. Sebagian kecil siswa mengalami kendala dalam pembelajaran pembuatan manisan buah berbasis Etno-STREAM. Penggunaan asesmen kinerja berbasis Etno-STREAM pada manisan Cianjur mampu membekali kreativitas siswa.

Kata Kunci : Etno-STREAM, Kreativitas siswa, Manisan buah

ABSTRAK

Layalia Hurin Indallah (1202060042): *Debriefing Students' Creativity Using Ethno-STREAM (Science, Technology, Religion, Engineering, Arts, Mathematics) Based Performance Assessment on Cianjur Candied Fruit*

This study aims to describe the characteristics of performance assessment, determine the achievement of performance assessment, determine the level of student creativity and analyze the obstacles to equipping student creativity using Etho-STREAM-based performance assessment. This type of research is Research and Development (R&D) using 3D design (Define, Design, Development). Instruments include validation sheets, rubrics and observation sheets for skills and product performance assessments, rubrics and observation sheets for student creativity levels in experimental reports, questionnaires for task readability constraints and learning constraints. The purposive sampling technique consisted of 23 experimental and regular class students at one of the Vocational High Schools. The results showed that the characteristics of Ethno-STREAM performance assessment are tasks in the form of LKPD and rubrics as assessment criteria, LKPD tasks are arranged based on STREAM aspects that intersect with creativity indicators. The best skills and product performance achievements are in the experimental class getting excellent criteria. The level of creativity is superior (excelling) on the indicators of original and flexible thinking. A small number of students experienced obstacles in learning to make candied fruit based on Ethno-STREAM. The use of performance assessment based on Ethno-STREAM in Cianjur sweets is able to equip students' creativity.

Keywords: *Candied fruit, Ethno-STREAM, Student creativity.*

