

ABSTRAK

EFEKTIVITAS MEDIA AUDIO VISUAL BERBASIS *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KREATIF SISWA PADA MATERI KOLOID

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Penelitian ini bertujuan untuk mendeskripsikan efektivitas media audio visual berbasis *problem based learning* untuk meningkatkan kemampuan berpikir kreatif siswa pada materi koloid kelas XI MIPA di SMAN 14 Bandar Lampung tahun ajaran 2020/2021. Penelitian ini menggunakan metode *quasi experiment* dengan *pretest-posttest control grup design*. Populasi yang digunakan yaitu kelas XI MIPA. Pengambilan sampel pada penelitian ini dilakukan dengan cara *purposive sampling* dan diperoleh kelas XI MIPA 4 sebagai kelas kontrol dan kelas XI MIPA 6 sebagai kelas eksperimen. Pada kelas eksperimen diberi perlakuan menggunakan media audio visual berbasis *problem based learning* sedangkan kelas kontrol diberi perlakuan tanpa menggunakan media audio visual berbasis *problem based learning*. Dilakukan analisis menggunakan uji perbedaan dua rata-rata pada *n-Gain* dan uji *effect size* terhadap hasil tes kemampuan berpikir kreatif siswa. Hasil penelitian menunjukkan bahwa perbedaan dua rata-rata *n-Gain* kemampuan berpikir kreatif siswa pada kelas eksperimen lebih besar dibandingkan kelas kontrol. Hasil pengujian menunjukkan bahwa 99,5% peningkatan kemampuan berpikir kreatif siswa. Pembelajaran menggunakan media audio visual berbasis *problem based learning* berpengaruh dalam meningkatkan kemampuan berpikir kreatif siswa pada materi koloid dengan kriteria *effect size* “besar”.

Kata kunci : Efektivitas, Media audio visual, *Problem based learning*, Berpikir kreatif.

ABSTRACT

THE EFFECTIVENESS OF AUDIOVISUAL MEDIA BASED ON PROBLEM-BASED LEARNING TO IMPROVE STUDENTS' CREATIVE THINKING ABILITY ON COLLOID MATERIAL

by

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The purpose of this study is to determine the efficacy of audiovisual media based on problem-based learning in developing students' creative thinking abilities on colloidal material for class XI MIPA at SMAN 14 Bandar Lampung in the 2020/2021 academic year. This study employs a quasi-experimental design that includes a pretest-posttest control group. The population studied was XI MIPA class. Purposive sampling was used in this study to obtain XI MIPA 4 class as the control class and XI MIPA 6 class as the experimental class. The experimental class was treated with audiovisual media based on problem-based learning, whereas the control class was not treated with audiovisual media based on problem-based learning. The two-average difference test was used to determine the n-Gain, and the effect size test was used to determine the students' creative thinking ability test results. The results indicate that the experimental class outperformed the control class in terms of the average n-Gain of students' creative thinking abilities. The test results indicate a 99.5% increase in students' ability to think creatively. The use of audiovisual media in conjunction with problem-based learning has a significant effect on students' creative thinking abilities with colloidal material, as measured by the criterion of "large" effect size.

Keywords: *Effectiveness, AudioVisual Media, Problem-Based Learning, Creative Thinking*