# ABSTRAK

## PENGEMBANGAN E-LKPD BERBASIS MODEL *PROJECT BASED LEARNING* UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN MASALAH MATEMATIS DAN *ADVERSITY QUOTIENT* PESERTA DIDIK

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Penelitian ini merupakan penelitian *Research and Development* yang bertujuan untuk menghasilkan E-LKPD berbasis model *Project Based Learning* yang terkategori valid, praktis dan efektif dalam meningkatkan kemampuan pemecahan masalah matematis dan *Adversity Quotient* peserta didik. Prosedur pengembangan yang digunakan berpedoman pada model ADDIE. Penelitian ini dilaksanakan di kelas VII SMP Negeri 3 Merbau Mataram tahun ajaran 2024/2025 pada materi bentuk aljabar. Teknik pengumpulan data yang digunakan yaitu wawancara, tes dan angket kemudian teknik analisis data yang digunakan yaitu uji validasi, uji kepraktisan dan uji kefektifan dengan menggunakan uji *independent sampel t-test*. Hasil pengembangan E-LKPD berbasis *Project Based Learning* termasuk dalam kriteria valid dan praktis. Dari hasil temuan dan analisis data dapat disimpulkan bahwa E-LKPD berbasis *Project based learning* memenuhi kriteria valid, praktis dan efektif untuk meningkatkan kemampuan pemecahan masalah matematis dan *Adversity Quotient* peserta didik.

Kata Kunci : Pemecahan Masalah Matematis, *Adversity Quotient*, *Project Based Learning*, E-LKPD

**ABSTRACT**

**DEVELOPMENT OF E-LKPD BASED ON A PROJECT BASED
LEARNING MODEL TO IMPROVE CAPABILITIES
MATHEMATICAL PROBLEM SOLVING AND
STUDENT ADVERSITY QUOTIENT**


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This research is a Research and Development study that aims to produce E-LKPD based on the Project Based Learning model which is categorized as valid, practical and effective in improving students' mathematical problem solving skills and Adversity Quotient. The development procedure used is guided by the ADDIE model. This research was conducted in class VII SMP Negeri 3 Merbau Mataram in the 2024/2025 school year on algebraic form material. The data collection techniques used are interviews, tests and questionnaires then the data analysis techniques used are validation tests, practicality tests and effectiveness tests using independent sample t-test. The results of the development of E-LKPD based on Project Based Learning are included in the valid and practical criteria. From the findings and data analysis, it can be concluded that E-LKPD based on Project based learning meets the criteria of valid, practical and effective to improve students' mathematical problem solving ability and Adversity Quotient.

Keywords  :  Mathematical Problem Solving, Adversity Quotient, Project Based Learning, E-LKPD