

ABSTRAK

PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN MEDIA PEMBELAJARAN INTERAKTIF *SMART APPS CREATOR* TERHADAP MOTIVASI BELAJAR PESERTA DIDIK KELAS V SEKOLAH DASAR

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Interaksi peserta didik dan pendidik dengan lingkungan belajar yang kurang diakibatkan oleh belum digunakannya media pembelajaran yang interaktif mengakibatkan rendahnya motivasi belajar peserta didik pada pembelajaran matematika kelas V SD Islam Terpadu Al Muhsin Metro. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan model *problem based learning* berbantuan media pembelajaran interaktif *smart apps creator* terhadap motivasi belajar matematika peserta didik. Metode penelitian menggunakan teknik pengumpulan data nontes. Menggunakan desain penelitian *quasi eksperimental design* dengan jenis *nonequivalent control group design*. Populasi berjumlah 97 orang peserta didik dan sampel yang digunakan 49 orang peserta didik, sampel ditentukan dengan teknik *purposive sampling*. Hasil penelitian dengan uji hipotesis menggunakan uji regresi linier sederhana menyatakan perolehan nilai signifikansi $0,038 < 0,05$. Hasil penelitian, diketahui terdapat pengaruh penggunaan model pembelajaran *problem based learning* berbantuan media pembelajaran interaktif *smart apps creator* terhadap motivasi belajar matematika peserta didik kelas V SD Islam Terpadu Al Muhsin Metro.

Kata kunci: motivasi belajar, *problem based learning*, *smart apps creator*

ABSTRACT

THE EFFECT OF PROBLEM-BASED LEARNING MODEL ASSISTED BY INTERACTIVE LEARNING MEDIA SMART APPS CREATOR ON STUDENT LEARNING MOTIVATION GRADE V ELEMENTARY SCHOOL

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The lack of interaction between students and educators with the learning environment caused by the lack of interactive learning media has resulted in low student motivation to learn mathematics in class V of Al Muhsin Metro Integrated Islamic Elementary School. This study aims to determine the effect of using a problem-based learning model assisted by interactive learning media smart apps creator on students' motivation to learn mathematics. The research method uses non-test data collection techniques. Using a quasi-experimental research design with a type of nonequivalent control group design. The population amounted to 97 students and the sample used was 49 students, the sample was determined by purposive sampling technique. The results of the study with hypothesis testing using simple linear regression test stated the acquisition of a significance value of $0.038 < 0.05$. The results of the study, it is known that there is an effect of using a problem-based learning model assisted by smart apps creator interactive learning media on the math learning motivation of fifth grade students of Al Muhsin Metro Integrated Islamic Elementary School.

Key words: *learning motivation, problem based learning, smart apps creator*