

ABSTRAK

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

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Penelitian ini merupakan penelitian *Research and Development*. Penelitian ini bertujuan untuk menghasilkan E-LKPD berbasis model *Problem 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 VIII SMP Negeri 3 Banjar Baru tahun ajaran 2023/2024 pada materi bangun ruang sisi datar. Teknik pengumpulan data yang digunakan yaitu wawancara, tes dan angket. Kemudian teknik analisis data yang di gunakan yaitu uji validasi, uji kepraktisan dan uji keefektifan dengan menggunakan uji *independent sampel t-test*. Hasil Pengembangan E-LKPD berbasis *Problem Based Learning* termasuk dalam kriteria valid dan praktis. Hal ini dilihat dari perolehan rata-rata skor validasi materi yaitu 87%, dan perolehan rata-rata skor validasi media yakni 85%, yang terkategori valid. Kemudian, didapatkan juga rata-rata skor respon peserta didik yakni 91% dan guru 91%, sehingga produk dinyatakan praktis. Selanjutnya, berdasarkan hasil uji *independent sampel t-test* diperoleh nilai $sig = 0,00 < \alpha = 0,05$, yang berarti E-LKPD berbais *Problem Based Learning* efektif dalam meningkatkan kemampuan pemecahan masalah matematis dan *Adversity Quotient* peserta didik. Dari hasil temuan dan analisis data dapat disimpulkan bahwa E-LKPD berbasis *Problem 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*, *Problem Based Learning*, E-LKPD

ABSTRACT

DEVELOPMENT OF E-LKPD BASED ON A PROBLEM BASED LEARNING MODEL TO IMPROVE MATHEMATICAL PROBLEM SOLVING CAPABILITY AND ADVERSITY QUOTIENT LEARNERS

By

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This research is Research and Development research. This research aims to produce E-LKPD based on the Problem Based Learning model which is categorized as valid, practical and effective in improving students' mathematical problem-solving abilities and Adversity Quotient. The development procedure is guided by the ADDIE model. This research was carried out in class VIII of SMP Negeri 3 Banjar Baru in the 2023/2024 academic year on flat-sided spatial construction material. The data collection techniques used were interviews, tests and questionnaires. Then the data analysis techniques used are validation tests, practicality tests and effectiveness tests using the Independent Sample T-test. The results of the development of E-LKPD based on Problem Based Learning are included in the valid and practical criteria. This can be seen from the average material validation score obtained, namely 87%, and the average media validation score obtained, namely 85%, which is categorized as valid. Then the average score for student responses was also obtained, namely 91% and 91% for teachers, so that the product was declared practical. Furthermore, based on the results of the Independent Sample t-test, a value of $sig = 0.00 < \alpha = 0.05$ was obtained, which means that E-LKPD based on Problem Based Learning is effective in increasing students' mathematical problem-solving abilities and Adversity Quotient. From the results of the findings and data analysis, it can be concluded that the E-LKPD based on Problem Based Learning meets the criteria of being valid, practical and effective for improving students' mathematical problem-solving abilities and Adversity Quotient.

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