

ABSTRAK

PENGARUH MODEL PEMBELAJARAN OBSERVASI, BERPIKIR ANALISIS, DAN KOMUNIKASI (OBAK) BERBANTU MEDIA *AUTOPLAY* TERHADAP *HIGHER ORDER THINKING SKILLS* PESERTA DIDIK SMP MATERI INTERAKSI ANTAR MAKHLUK HIDUP DAN LINGKUNGANNYA

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Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran OBAK berbantu media *autoplay* terhadap HOTS peserta didik pada materi pokok interaksi antar makhluk hidup lingkungannya dan tanggapan peserta didik mengenai model OBAK berbantu media *autoplay*. Populasi penelitian adalah peserta didik kelas VII SMPN 1 Punggur semester genap tahun ajaran 2024/2025. Sampel dalam penelitian ini adalah peserta didik kelas VII-7 sebagai kelas kontrol berjumlah 30 peserta didik dan kelas VII-8 sebagai kelas eksperimen berjumlah 30 peserta didik yang dipilih dengan teknik *cluster random sampling*. Data penelitian ini berupa data kuantitatif yang diperoleh melalui tes yang dianalisis menggunakan *uji Independent Sample t-test*. Sementara itu data kualitatif diperoleh melalui tanggapan peserta didik terhadap model OBAK berbantu media *autoplay* melalui angket dan dianalisis secara deskriptif. Hasil penelitian menunjukkan rerata *N-gain* yang diperoleh 0,68 pada kelas eksperimen dan 0,52 pada kelas kontrol. Hasil uji hipotesis menunjukkan bahwa HOTS peserta didik sebesar Sig.(0,00 < 0,05) yang berarti H_0 ditolak dan H_1 diterima, sehingga menunjukkan terdapat pengaruh peningkatan yang signifikan. Berdasarkan *effect size* diperoleh nilai sebesar 0,97 dengan kriteria “tinggi”. Pada data angket di kelas eksperimen diperoleh rata-rata sebesar 79,58 % yang menunjukkan bahwa model OBAK berbantu media *autoplay* baik digunakan untuk meningkatkan HOTS peserta didik.

Kata kunci : *Higher Order Thinking Skills*, Interaksi Antar Makhluk Hidup dan Lingkungannya, Model Pembelajaran OBAK, Media *Autoplay*.

ABSTRACT

THE EFFECT OF OBSERVATION, ANALYTICAL THINKING, AND COMMUNICATION (OBAK) LEARNING MODEL USING AUTOPLAY MEDIA ON THE HIGHER ORDER THINKING SKILLS OF JUNIOR HIGH SCHOOL STUDENTS ON THE MATERIAL OF INTERACTION BETWEEN LIVING THINGS AND THEIR ENVIRONMENT

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This study aims to determine the effect of the OBAK learning model assisted by autoplay media on students' HOTS on the main material of interaction between living things and their environment and students' responses to the OBAK model assisted by autoplay media. The population of the study was students of class VII of SMPN 1 Punggur in the even semester of the 2024/2025 academic year. The sample in this study was students of class VII-7 as the control class totaling 30 students and class VII-8 as the experimental class totaling 30 students selected using the cluster random sampling technique. The research data is in the form of quantitative data obtained through tests analyzed using the Independent Sample t-test. Meanwhile, qualitative data was obtained through student responses to the OBAK model assisted by autoplay media through a questionnaire and analyzed descriptively. The results of the study showed that the average N-gain obtained was 0.68 in the experimental class and 0.52 in the control class. The results of the hypothesis test showed that the HOTS of students was Sig. (0.00 < 0.05) which means that H_0 is rejected and H_1 is accepted, thus indicating that there is a significant increase. Based on the effect size, a value of 0.97 was obtained with the criteria of "high". In the questionnaire data in the experimental class, an average of 79.58% was obtained, indicating that the OBAK model assisted by autoplay media is good for improving students' HOTS.

Keywords: Higher Order Thinking Skills, Interactions Between Living Things and Their Environment, OBAK Learning Model, Autoplay Media.