

ABSTRAK

PENGEMBANGAN *e*-LKPD BERBASIS KASUS UNTUK MENSTIMULUS KETERAMPILAN BERPIKIR KRITIS DAN BERPIKIR KREATIF

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Penelitian ini adalah penelitian pengembangan *e*-LKPD berbasis kasus pada materi listrik dinamis yang bertujuan untuk mengembangkan yang valid, praktis, dan efektif dalam menstimulus keterampilan berpikir kritis dan berpikir kreatif peserta didik. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang terdiri dari lima tahap: *Analyze, Design, Develop, Implement, dan Evaluate*. Subjek penelitian terdiri dari guru IPA dan peserta didik kelas IX di SMP Islam Az Zahra Bandar Lampung. Instrumen penelitian meliputi angket analisis kebutuhan, skala validasi, skala kepraktisan, lembar observasi, serta tes keterampilan berpikir kritis dan kreatif. *e*-LKPD yang dikembangkan dirancang berdasarkan pendekatan *case based learning* (CBL) yang terdiri dari enam tahapan, yaitu: (1) identifikasi kasus, (2) analisis kasus, (3) mengumpulkan informasi, (4) memformulasi hipotesis, (5) membuktikan hipotesis, dan (6) menyusun kesimpulan. Setiap tahapan dikaitkan dengan indikator keterampilan berpikir kritis (interpretasi, analisis, evaluasi, inferensi, eksplanasi, dan regulasi diri) dan keterampilan berpikir kreatif (*fluency, flexibility, elaboration, dan originality*). Hasil penelitian menunjukkan bahwa *e*-LKPD memenuhi kriteria valid berdasarkan penilaian ahli isi dan media, praktis berdasarkan uji keterbacaan dan keterlaksanaan, serta efektif dalam meningkatkan keterampilan berpikir kritis dan kreatif berdasarkan hasil uji statistik (*independent sample t-test, effect size, dan N-Gain*). Dengan demikian, *e*-LKPD berbasis kasus ini layak digunakan sebagai media pembelajaran kontekstual untuk mendukung pengembangan keterampilan abad ke-21 dalam pembelajaran IPA.

Kata kunci: *E*-LKPD, *Case Based Learning*, Berpikir Kritis, Berpikir Kreatif

ABSTRACT

DEVELOPMENT OF CASE-BASED e-LKPD TO STIMULATE CRITICAL AND CREATIVE THINKING SKILLS

By

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This study is a development research focused on creating a case-based electronic student worksheet (e-LKPD) on the topic of dynamic electricity, aimed at producing a valid, practical, and effective tool to stimulate students' critical and creative thinking skills. This research employs a Research and Development (R&D) method using the ADDIE development model, which consists of five stages: Analyze, Design, Develop, Implement, and Evaluate. The research subjects were science teachers and ninth-grade students at SMP Islam Az Zahra Bandar Lampung. Research instruments included a needs analysis questionnaire, validation scale, practicality scale, observation sheets, and critical and creative thinking skill tests. The developed e-LKPD was designed based on the case-based learning (CBL) approach, which involves six stages: (1) identifying the case, (2) analyzing the case, (3) gathering information, (4) formulating hypotheses, (5) testing the hypotheses, and (6) drawing conclusions. Each stage was linked to indicators of critical thinking skills (interpretation, analysis, evaluation, inference, explanation, and self-regulation) and creative thinking skills (fluency, flexibility, elaboration, and originality). The results show that the e-LKPD meets the criteria of validity based on expert evaluation in content and media, practicality based on readability and implementation tests, and effectiveness in improving critical and creative thinking skills as evidenced by statistical tests (independent sample t-test, effect size, and N-Gain). Therefore, this case-based e-LKPD is suitable to be used as a contextual learning medium to support the development of 21st-century skills in science education.

Keywords: E-LKPD, Case Based Learning, Critical Thinking, Creative Thinking