

ABSTRAK

PENGARUH MODEL *DISCOVERY LEARNING* BERBASIS APLIKASI *PREZI* TERHADAP KEMAMPUAN BERPIKIR KREATIF PESERTA DIDIK KELAS IV SD

Oleh

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Masalah dalam penelitian ini adalah kemampuan berpikir kreatif peserta didik kelas IV SD Negeri 4 Metro Timur yang masih rendah. Penelitian ini bertujuan untuk menganalisis pengaruh model *Discovery Learning* berbasis aplikasi *Prezi* dan *PowerPoint* terhadap kemampuan berpikir kreatif peserta didik kelas IV SD. Penelitian ini menggunakan *quasi experimental* dengan desain penelitian *nonequivalent control group design*. Penentuan sampel penelitian menggunakan teknik *cluster random sampling*. Sampel dalam penelitian berjumlah 57 peserta didik. Teknik pengumpulan data menggunakan teknik tes berupa soal essay. Uji hipotesis menggunakan uji *paired sample t-test* dan *independent sample t-test*. Hasil penelitian (1) terdapat pengaruh model *Discovery Learning* berbasis aplikasi *Prezi* sebesar 0,000, (2) terdapat pengaruh model *Discovery Learning* berbasis aplikasi *PowerPoint* sebesar 0,000, (3) terdapat perbedaan pengaruh antara model *Discovery Learning* berbasis aplikasi *Prezi* dengan aplikasi *PowerPoint* terhadap kemampuan berpikir kreatif peserta didik sebesar 0,036 di kelas IV SD Negeri 4 Metro Timur Tahun Pelajaran 2024/2025.

Kata Kunci: berpikir kreatif, *discovery learning*, *prezi*

ABSTRACT

THE EFFECT OF PREZI APPLICATION-BASED DISCOVERY LEARNING MODEL ON CREATIVE THINKING ABILITY OF GRADE IV ELEMENTARY SCHOOL STUDENTS

By

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The problem in this study was the low creative thinking ability of fourth grade students of SD Negeri 4 Metro Timur. This study aimed to analyze the effect of the Discovery Learning model based on the Prezi and PowerPoint applications on the creative thinking abilities of fourth grade elementary school students. This study used a quasi-experimental design with a nonequivalent control group design. The determination of the research sample used the cluster random sampling technique. The sample in the study consisted of 57 students. The data collection technique used a test in the form of essay questions. Hypothesis testing was conducted using the paired sample t-test and independent sample t-test. The results of the study showed that: (1) there was an effect of the Discovery Learning model based on the Prezi application with a significance value of 0.000, (2) there was an effect of the Discovery Learning model based on the PowerPoint application with a significance value of 0.000, (3) there was a difference in the effect between the Discovery Learning model based on the Prezi application and the PowerPoint application on students' creative thinking abilities with a significance value of 0.036 in the fourth grade of SD Negeri 4 Metro Timur in the 2024/2025 Academic Year.

Keywords: creative thinking, discovery learning, prezi