

ABSTRAK

PENGEMBANGAN LKPD BERBASIS PROYEK PENGOLAHAN LIMBAH KULIT NANAS UNTUK MELATIHKAN *CREATIVE THINKING SKILLS* DAN *SELF-REGULATED LEARNING*

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Penelitian ini bertujuan untuk mengembangkan LKPD berbasis proyek yang valid dan praktis untuk melatih *creative thinking skills* dan *self-regulated learning* pada materi energi alternatif. Jenis penelitian ini adalah *Design and Development Research* (DDR) yang diadaptasi dari Richey & Klien (2007) dengan menggunakan uji validitas yang terdiri atas validasi *empiric* dan validasi *expert*, serta uji kepraktisan yang terdiri atas uji keterbacaan, uji persepsi guru, dan uji respon peserta didik, uji keefektifan terdiri atas hasil analisis terlatihnya *creative thinking skills* dan *self-regulated learning* dalam kelompok kecil. Hasil uji validasi *empiric* dilihat berdasarkan keberhasilan produk biobaterai menghidupkan LED pada rangkaian tertentu. Pada hasil uji validasi *expert*, didapatkan rata-rata nilai dari ketiga *expert* sebesar 3,24, dengan rata-rata nilai pada aspek media dan desain diperoleh sebesar 3,32 dengan kategori sangat valid, dan aspek materi dan konstruk diperoleh sebesar 3,15 dengan kategori valid. Hasil uji kepraktisan diperoleh skor rata-rata untuk uji keterbacaan sebesar 83,8% dengan kategori sangat praktis, uji persepsi guru sebesar 87,3% dengan kategori sangat baik, serta uji respon peserta didik sebesar 84,7% dengan kategori sangat baik, didapatkan rerata skor uji kepraktisan sebesar 85,3% dengan kategori sangat praktis. Uji keefektifan dilihat berdasarkan hasil analisis terlatihnya *creative thinking skills* diperoleh hasil 81% dan analisis terlatihnya *self-regulated learning* diperoleh hasil 83,6%. Telah dihasilkan LKPD berbasis proyek untuk melatih *creative thinking skills* dan *self-regulated learning* yang valid, praktis, dan efektif dalam kelompok kecil berdasarkan hasil analisis jawaban peserta didik pada LKPD berbasis proyek yang dikembangkan.

Kata Kunci : LKPD, Pembelajaran Berbasis Proyek, *Creative Thinking Skills*, *Self-Regulated Learning*

ABSTRACT

DEVELOPMENT OF PROJECT-BASED LKPD FOR PINEAPPLE PEEL WASTE PROCESSING TO TRAIN CREATIVE THINKING SKILLS AND SELF-REGULATED LEARNING

By

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This study aims to develop a valid and practical project-based LKPD to train creative thinking skills and self-regulated learning on alternative energy material. This type of research is Design and Development Research (DDR) adapted from Richey & Klien (2007) using validity test consisting of empiric validation and expert validation, as well as practicality test consisting of readability test, teacher perception test, and learner response test, the effectiveness test consists of the results of the analysis of trained creative thinking skills and self-regulated learning in small groups. The results of the empiric validation test are seen based on the success of the biobattery product turning on the LED in a particular circuit. On the results of the expert validation test, obtained an average score from the three experts of 3.24, with the average score on the media and design aspects obtained at 3.32 with very valid category, and the material and construct aspects obtained at 3.15 with a valid category. The results of the practicality test obtained an average score for the readability test of 83.8% with a very practical category, the teacher perception test of 87.3% with a very good category, and the learner response test of 84.7% with a very good category, obtained an average practicality test score of 85.3% with a very practical category. The effectiveness test was seen based on the results of the analysis of trained creative thinking skills obtained the results of 81% and the analysis of trained self-regulated skills.

Key words: LKPD, Project Based Learning, Creative Thinking Skills, Self-Regulated Learning.