

ABSTRACT

Yani Dwi Destian. 2018. The implementation of project based learning to increase students' creativity in making computer-assisted comics on viral material. Mentor I Prof. Dr. H. Toto Sutarto Gani U, M.Pd dan mentor II Cita Tresnawati, S.Pd., M.Pd.

This study aims to determine the creativity of students making computer-assisted comics on virus material with a project based learning model. The research method used was Pre-Experimental Designs with one-group pretest-posttest design research design. The study was conducted at SMA Negeri 5 Karawang with a sample of research class X IPA 4 totaling 34 students. The sample was chosen by means of purposive sampling, namely the technique of determining samples with certain considerations. The research instrument used was a test, the measurement of the test seen from pretest and posttest and non-test measured the affective domain to measure affective aspects or attitudes, psychomotor domain assessment instruments to measure aspects of skills and product assessment to measure comic products made by students. From the results of the study obtained an average value of pretest of 19.11 and the average posttest of 58.67 with N-gain of 0.48 in the medium category. With that, the average value of the assessment of creativity aspects is pretest 32.3 and posttest 69.8, while the average value of affective aspects is 85 in both categories and the average psychomotor aspect and product rating of 89 are both in the very good category. The hypothesis test results of the nonparametric method with Wilcoxon test showed that there were significant differences with a significance value of 000. So it can be concluded that the use of project based learning model can increase students' creativity in making computer-assisted comics on virus material.

Keywords : Project Based Learning, improve creativity, viral material.