

ABSTRACT

This research aims to find out how creative thinking ability of the students can be upgraded using the application 's *e-module* based *creative problem solving* (CPS), the shape of the *e-module* of his is the blog. This research uses quasi experiment method, where this type of research on penelti don't have a *keluasaan* to manipulate the subject, this research uses two classes, namely class wants a given treatment using *e-module*, and class the controls are not given the same treatment. Engineering data collection done by providing reserved *pretest* and *posttest* as for supporting instrument in this study use the question form student response sheet activity, teachers and students. Data analysis using *SPSS* research results show that learning with the use of *e-module* based *creative problem solving* effective significantly increase understanding of the creative thinking at grade MIPA 3 dan MIPA 4 Pasundan Bandung in learning the material tissue product with an average score of (*Gain*) of 0.65 with a high category. Student response towards the learning that is filled by the 24 people retrieved data with results close to an average score of 74% on the category includes so good, it proves that students respond to good learning has been given. Thus the application of *e-module* based *creative porblem solving* can increase understanding of creative thinking in students

Keywords: *E-module* based *Creative problem solving*, understanding of the creative thinking