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 problem solving can increase understanding of creative thinking in students

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