LEARNING BY CONSTRUCTING A SHORT STORY BY LOOKING AT DEVELOPER ELEMENTS USING APPLICATION TEXT MEDIA (WATTPAD) TO IMPROVE CREATIVE THINKING ABILITIES OF STUNDENTS XI CLASS AT BANDUNG IN STUDY YEAR OF 2019/2020

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ABSTRACT

This research is based on students' difficulty in constructing a short story. This is evidenced by the average value obtained by students that is still below the KKM, which is 73. This study uses a quasi-experimental method with a Pretest-Posttest Control Group Design. The author chooses two classes that are the subject of research, namely class XI MIPA 1 as an experimental class and class XI MIPA 4 as a control class with 30 people per class. The results of the study obtained by the author, namely the author is able to plan learning by obtaining a score of 3,8 very good category and able to carry out and evaluate learning by obtaining a very good category 3,8 value. The ability of the experimental class students is higher than the control class with an average pretest result of 52.58 > 51.25 and an average posttest result 79.16 > 68.83. Students' creative thinking skills increased in the experimental class compared to the control class with an average value of pretest 2,85> 2,73 then posttest 3.46 > 3. Asymp. Sig, (2-tailed) is worth 0,000 < 0.05. The meaning, there is a significant difference from the results of students' creative thinking abilities. Application-based text media (wattpad) with an average N-gain score for the experimental class is 58.55% included in the category of quite effective, while for the average N-gain score of the control class using print media is 36% included in the ineffective category. Based on these results, the use of application-based text media (wattpad) is more effective than print media.

Keywords: Constructing, learning, short stories, methods, application-based text media (wattpad).