**ABSTRAK**

Gitta Maharani, **Pengembangan Evaluasi Berbasis *HOTS* dengan Menggunakan Aplikasi *Quizizz* untuk Meningkatkan *Problem Solving Skill* dan *Self Efficacy* Siswa.**

Penelitian ini merupakan penelitian dengan menggunakan metode *Research and Development (R&D)* yang bertujuan untuk mengembangkan dan memvalidasi produk berbasis *HOTS* dengan Menggunakan Aplikasi *Quizizz* untuk Meningkatkan *Problem Solving Skill* dan *Self Efficacy* Siswa dan soal rutin melalui model pembelajaran konvensional. Objek penelitian ini adalah siswa kelas X TMI 4 dan X TMI 2 SMK Bina Karya 1 Karawang. Data yang diperoleh berasal dari instrumen tes dan non tes. Hasil validasi evaluasi berbasis HOTS memperoleh skor rata-rata 4,17 (layak) dari ahli materi, skor rata-rata 3,77 (layak) dari ahli media skor rata-rata 3,93 (layak) dari ahli instrumen. Hasil *problem solving skill* menunjukan bahwa adanya peningkatan dan penggunaan evaluasi berbasis HOTS terhadap *problem solving skill* efektif digunakan dengan nilai *effect size* sebesar 0,62 kategori sedang. Hasil persentase *self efficacy* angket respon siswa menunjukkan *magnitude, strength, generality* kategori sedang dan penggunaan evaluasi berbasis HOTS terhadap *self efficacy* efektif digunakan dengan nilai *effect size* kategori tinggi.

**Kata kunci: Pengembangan Evaluasi, *HOTS*, *Quizizz*, *Problem Solving Skill*, *Self Efficacy***

**ABSTRACT**

Gitta Maharani, **Development of HOTS-Based Evaluation Using the Quizizz Application to Improve Students' Problem Solving Skills and Self-Efficacy.**

This research is research using the Research and Development (R&D) method which aims to develop and validate HOTS-based products using the Quizizz Application to Improve Students' Problem Solving Skills and Self-Efficacy and routine questions through conventional learning models. The objects of this research were students in classes X TMI 4 and X TMI 2 at SMK Bina Karya 1 Karawang. The data obtained comes from test and non-test instruments. The validation results of the HOTS-based evaluation obtained an average score of 4.17 (decent) from material experts, an average score of 3.77 (decent) from media experts, an average score of 3.93 (decent) from instrument experts. The results of problem solving skills show that there is an increase and the use of HOTS-based evaluation of problem solving skills is effectively used with an effect size value of 0.62 in the medium category. The results of the self-efficacy percentage of the student response questionnaire show that the magnitude, strength, generality is in the medium category and the use of HOTS-based evaluation of self-efficacy is effectively used with effect size values ​​in the high category.

**Keywords: Evaluation Development, HOTS, Quizizz, Problem Solving Skill, Self Efficacy**