

ABSTRAK

Novi Sumarni (2024). **Peningkatan Kemampuan Pemecahan Masalah Matematis dan *Self-Efficacy* Siswa SMA melalui Model *Problem-Based Learning* berbantuan Quizizz.**

Tujuan penelitian ini adalah: 1) untuk menganalisis bagaimana peningkatan kemampuan pemecahan masalah matematis siswayang memperoleh model *Problem-Based Learning* berbantuan Quizizz dan siswayang memperoleh model pembelajaran konvensional; 2) untuk menganalisis bagaimana *self-efficacy* siswa yang memperoleh model *Problem-Based Learning* berbantuan Quizizz dan siswa yang memperoleh model pembelajaran konvensional; 3) untuk menganalisis apakah terdapat korelasi antara kemampuan pemecahan masalah matematis dan *self-efficacy* siswa yang memperoleh model *Problem-Based Learning* berbantuan Quizizz. Subjek pada penelitian ini adalah siswa kelas X SMA Negeri 20 Bandung dengan sampel penelitian yaitu kelas X-J sebagai kelas eksperimen dan kelas X-H sebagai kelas kontrol. Pendekatan penelitian yang digunakan pada penelitian ini adalah pendekatan *mix metode* tipe penyisipan (*The Embedded Design*). Metode penelitian yang digunakan adalah metode kuasi eksperimen dengan desain penelitian *Nonequivalent Control Group Design*. Instrumen yang digunakan pada penelitian ini adalah soal uraian tes kemampuan pemecahan masalah matematis, angket *self-efficacy*, observasi, dan wawancara. Hasil penelitian menunjukkan bahwa: 1) kemampuan pemecahan masalah matematis siswa yang memperoleh model *Problem-Based Learning* berbantuan Quizizz lebih tinggi daripada siswa yang memperoleh model pembelajaran konvensional; 2) *self-efficacy* siswa yang memperoleh model *Problem-Based Learning* berbantuan Quizizz lebih baik daripada siswa yang memperoleh model pembelajaran konvensional; 3) terdapat korelasi antara kemampuan pemecahan masalah matematis dan *self-efficacy* siswa yang memperoleh model *Problem-Based Learning* berbantuan Quizizz.

Kata Kunci: Kemampuan Pemecahan Masalah Matematis, *Self-Efficacy*, Model *Problem-Based Learning*, Quizizz

ABSTRACT

Novi Sumarni (2024). *Improving Mathematical Problem Solving Abilities and Self-Efficacy of High School Students Through Problem-Based Learning Model assisted by Quizizz.*

The objectives of this study are: 1) to analyze how the improvement of mathematical problem solving ability of students who obtained the Problem-Based Learning model assisted by Quizizz and students who obtained the conventional learning model; 2) to analyze how the self-efficacy of students who obtained the Problem-Based Learning model assisted by Quizizz and students who obtained the conventional learning model; 3) to analyze whether there is a correlation between mathematical problem solving ability and self-efficacy of students who obtained the Problem-Based Learning model assisted by Quizizz. The subjects in this study were X grade students of SMA Negeri 20 Bandung with research samples, namely class X-J as the experimental class and class X-H as the control class. The research approach used in this study is a mixed method approach of the embedded design type. The research method used is a quasi-experimental method with a research design of Nonequivalent Control Group Design. The instruments used in this study were mathematical problem solving ability test descriptions, self-efficacy questionnaires, observations, and interviews. The results showed that: 1) the mathematical problem solving ability of students who obtained the Problem-Based Learning model assisted by Quizizz was higher than students who obtained the conventional learning model; 2) the self-efficacy of students who obtained the Problem-Based Learning model assisted by Quizizz was better than students who obtained the conventional learning model; 3) there was a correlation between mathematical problem solving ability and self-efficacy of students who obtained the Problem-Based Learning model assisted by Quizizz.

Keywords: *Mathematical Problem Solving Ability, Self-Efficacy, Problem Based Learning Model, Quizizz*

ABSTRAK

Novi Sumarni (2024). *Ngaronjatkeun Kamampuh Ngaréngsékeun Masalah Matematika jeung Self-Efficacy Siswa SMA ngaliwatan Modél Problem-Based Learning dibantuan ku Quizizz.*

Tujuan tina ieu panalungtikan nya éta: 1) nganalisis cara ngaronjatkeun kamampuh ngaréngsékeun masalah matematik siswa anu narima modél Problem-Based Learning dibantuan ku Quizizz jeung siswa anu narima modél pangajaran konvensional; 2) nganalisis kumaha self-efficacy siswa anu narima modél Problem-Based Learning dibantuan ku Quizizz jeung siswa anu narima modél pangajaran konvensional; 3) nganalisis korélasi antara kamampuh ngaréngsékeun masalah matematik jeung self-efficacy siswa anu narima modél Problem-Based Learning dibantuan ku Quizizz. Subjek dina ieu panalungtikan nya éta siswa kelas X SMA Negeri 20 Bandung kalayan sampel panalungtikan nya éta kelas X-J minangka kelas ékspérimén jeung X-H kelas kontrol. Pendekatan panalungtikan anu digunakeun dina ieu panalungtikan nya éta métode campuran tipe The Embedded Design. Métode panalungtikan anu digunakeun nyaéta métode kuasi ékspérimén kalawan desain panalungtikan Nonequivalent Control Group Design. Instrumén anu digunakeun dina ieu panalungtikan nya éta déskripsi tés kamampuh ngaréngsékeun masalah matematik, angkét self-efficacy, observasi, jeung wawancara. Hasil panalungtikan némbongkeun yén: 1) kamampuh ngaréngsékeun masalah matematis siswa anu narima modél Problem-Based Learning dibantuan ku Quizizz leuwih luhur batan siswa anu narima modél pangajaran konvensional; 2) self-efficacy siswa anu narima modél Problem-Based Learning dibantuan ku Quizizz leuwih alus batan siswa anu narima modél pangajaran konvensional; 3) aya korélasi antara kamampuh ngaréngsékeun masalah matematik jeung self-efficacy siswa anu narima modél Problem-Based Learning dibantuan ku Quizizz.

Kecap Konci: *Kamampuh Ngaréngsékeun Masalah Matematis, Self-Efficacy, Modél Problem-Based Learning, Quizizz*