

ABSTRAK

Zulfa Nur Azizah (2024). **Peningkatan Kemampuan Berpikir Kreatif Matematis dan *Self-efficacy* Siswa SMA melalui Model *Problem Based Learning* Berbantuan Video Pembelajaran.**

Kemampuan untuk penyelesaian masalah matematika dan *self-efficacy* ialah faktor terpenting bagi para siswa. Namun, kenyataannya menunjukkan bahwasanya kemampuan untuk berpikir kreatif dan *self-efficacy* siswa masih tergolong rendah. Penelitian ini bertujuan untuk mencapai beberapa tujuan. Pertama, tujuan penelitian ini adalah untuk mengidentifikasi apakah kemampuan berpikir kreatif matematis dan *self-efficacy* siswa yang menerima model *Problem Based Learning* dengan bantuan video pembelajaran lebih baik daripada siswa yang menerima model pembelajaran biasa. Kedua, tujuan penelitian ini adalah untuk mengevaluasi apakah *self-efficacy* siswa yang menerima model *Problem Based Learning* dengan bantuan video pembelajaran lebih baik daripada siswa yang menerima model pembelajaran biasa. Ketiga, tujuan penelitian ini adalah untuk menguji adanya hubungan positif antara kemampuan berpikir kreatif matematis dan *self-efficacy* siswa yang menerima model *Problem Based Learning* berbantuan video pembelajaran. Metode penelitian yang diterapkan adalah metode penelitian eksperimen semu atau kuasi eksperimen, dengan desain penelitian *non-equivalent control group design*. Subjek penelitian ini terdiri dari siswa-siswi kelas XI SMA Negeri 22 Bandung pada tahun ajaran 2023/2024. Dua kelas dipilih secara acak sebagai sampel penelitian dengan jumlah total 52 siswa, terdiri dari 26 siswa kelas XI – 2 sebagai kelompok eksperimen yang menerima perlakuan memakai model *Problem Based Learning* berbantuan video pembelajaran, dan 26 siswa kelas XI – 1 sebagai kelompok kontrol yang menerima perlakuan menggunakan model pembelajaran biasa. Instrumen penelitian yang dipakai terdiri dari tes kemampuan berpikir kreatif matematis serta angket *self-efficacy*. Data yang terkumpul akan diolah menggunakan perangkat lunak *IBM SPSS 23.0 for Windows*. Berdasarkan hasil analisis data, penelitian ini menyimpulkan bahwa 1) peningkatan kemampuan berpikir kreatif matematis siswa yang memperoleh model *problem based learning* berbantuan video pembelajaran lebih baik daripada siswa yang memperoleh model pembelajaran biasa. 2) *self-efficacy* siswa yang memperoleh model *problem based learning* berbantuan video pembelajaran lebih baik daripada siswa yang memperoleh model pembelajaran biasa. 3) tidak terdapat korelasi antara kemampuan berpikir kreatif matematis dengan *self-efficacy* siswa yang memperoleh model *problem based learning* berbantuan video pembelajaran.

Kata kunci: Kemampuan Berpikir Kreatif Matematis, *Self-efficacy*, Model *Problem Based Learning*

ABSTRACT

Zulfa Nur Azizah (2024). *Increasing Mathematical Creative Thinking Abilities and Self-efficacy of High School Students through the Problem Based Learning Model Assisted with Learning Videos.*

The ability to solve mathematical problems and self-efficacy are the most important factors for students. However, the reality shows that students' ability to think creatively and self-efficacy is still relatively low. This research aims to achieve several goals. First, the aim of this research is to identify whether the creative mathematical thinking abilities and self-efficacy of students who receive the Problem Based Learning model with the help of learning videos are better than students who receive the regular learning model. Second, the aim of this research is to evaluate whether the self-efficacy of students who receive the Problem Based Learning model with the help of learning videos is better than students who receive the regular learning model. Third, the aim of this research is to test the existence of a positive relationship between mathematical creative thinking abilities and the self-efficacy of students who receive the Problem Based Learning model assisted by learning videos. The research method applied is a quasi-experimental or quasi-experimental research method, with a non-equivalent control group design. The subjects of this research consisted of class XI students at SMA Negeri 22 Bandung in the 2023/2024 academic year. Two classes were randomly selected as research samples with a total of 52 students, consisting of 26 students in class XI - 2 as the experimental group who received treatment using the Problem Based Learning model assisted by learning videos, and 26 students in class using ordinary learning models. The research instruments used consisted of mathematical creative thinking ability tests and self-efficacy questionnaires. The collected data will be processed using IBM SPSS 23.0 for Windows software. Based on the results of data analysis, this research concludes that 1) the improvement in creative mathematical thinking abilities of students who receive the problem based learning model assisted by learning videos is better than students who receive the regular learning model. 2) the self-efficacy of students who receive the problem based learning model assisted by learning videos is better than students who receive the normal learning model. 3) there is no correlation between the ability to think creatively in mathematics and the self-efficacy of students who receive the problem based learning model assisted by learning videos.

Keywords: Mathematical Creative Thinking Ability, Self-efficacy, Problem Based Learning Model