

**PENGARUH MODEL *PROJECT BASED LEARNING*
BERBANTUAN *CANVA* TERHADAP KEMAMPUAN
BERPIKIR KREATIF SISWA**

**(Quasi Eksperimen Pada Mata Pelajaran Ekonomi Kelas X SMA
Nasional Bandung)**

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ABSTRAK

Penelitian ini dilatar belakangi oleh rendahnya kemampuan berpikir kreatif siswa, yang ditunjukkan oleh hasil observasi dan data PISA 2022, serta perlunya pendekatan pembelajaran yang lebih inovatif. Penelitian ini bertujuan untuk mengetahui pengaruh model *Project Based Learning* berbantuan *Canva* terhadap kemampuan berpikir kreatif siswa. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen (quasi eksperimen) melalui desain *nonequivalent control group*. Subjek penelitian terdiri dari dua kelas, yaitu kelas eksperimen yang menggunakan model *Project Based Learning* berbantuan *Canva* dan kelas kontrol yang menggunakan pembelajaran langsung. Instrumen yang digunakan berupa tes kemampuan berpikir kreatif berdasarkan indikator Torrance (*fluency, flexibility, originality, elaboration*). Hasil penelitian menunjukkan bahwa rata-rata skor *pretest* kelas eksperimen sebesar 42,91 dan rata-rata skor *posttest* sebesar 59,78. Sedangkan pada kelas control rata-rata skor *pretest* sebesar 48,55 dan skor *posttest* sebesar 52,76. Nilai signifikansi dari uji *independent sample t-test* menunjukkan hasil $0,01 < 0,05$, dan hasil uji *effect size* sebesar 1,53 yang berarti terdapat pengaruh signifikan dari penerapan model *Project Based Learning* berbantuan *Canva* terhadap kemampuan berpikir kreatif siswa. Dengan demikian, model pembelajaran ini efektif diterapkan dalam meningkatkan kemampuan berpikir kreatif, dan disarankan untuk digunakan dalam proses pembelajaran yang menekankan pada pengembangan keterampilan abad 21.

Kata Kunci: *Project Based Learning, Canva, Kemampuan Berpikir Kreatif*

THE EFFECT OF PROJECT BASED LEARNING MODEL ASSISED BY CANVA ON STUDENTS CREATIVE THINKING SKILLS

(Quasi Experiment on Economic Class X SMA Nasional Bandung)

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ABSTRACT

The background of this study is the low level of students' creative thinking ability, as shown by observation results and the 2022 PISA data, as well as the need for more innovative learning approaches. This study aims to determine the effect of the Project Based Learning (PjBL) model assisted by Canva on students' creative thinking skills in the Economics subject for Grade X at SMA Nasional Bandung. This research uses a quantitative approach with a quasi-experimental method and a nonequivalent control group design. The subjects consisted of two classes, the experimental class, which applied the Project Based Learning model assisted by Canva, and the control class, which used conventional learning methods. The instrument used was a creative thinking skills test based on Torrance indicators (fluency, flexibility, originality, and elaboration). The results showed that the experimental class had a pretest score of 42.91 and a posttest score of 59.78, while the control class had a pretest score of 48.55 and a posttest score of 52.76. The significance value from the independent sample t-test was $0.01 < 0.05$, and the effect size result was 1.53, indicating a significant effect of the Project Based Learning model assisted by Canva on students' creative thinking skills. . Thus, this learning model is proven to be effective in enhancing creative thinking and is recommended for classroom use, particularly in developing 21st-century skills.

Keywords: Project Based Learning, Canva, Creative Thinking Skills

***PANGARUH MODEL PROJECT BASED LEARNING DIBANTU
KU CANVA PIKEUN NAÉKKEUN KAMAMPUAN PAMIKIRAN
KREATIF SISWA***

***(Quasi Eksperimen Dina Mata Palajaran Ékonomi Kelas X SMA
Nasional Bandung)***

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RINGKÉSAN

Latar tukang tina panalungtikan ieu nya éta lantaran rendahna kamampuhan mikir kreatif siswa, dumasar kana hasil observasi jeung data PISA taun 2022, sarta kabutuhan kana pendekatan diajar nu leuwih inovatif. Panalungtikan ieu tujuanana pikeun nyaho pangaruh modeul Project Based Learning nu dibantu ku Canva kana kamampuhan mikir kreatif siswa dina mata palajaran Ékonomi kelas X di SMA Nasional Bandung. Méthode nu dipaké nya éta pendekatan kuantitatif kalawan méthode eksperimen (quasi experiment) maké desain nonequivalent control group. Subjek panalungtikan nyaéta dua kelas, nya éta kelas eksperimen nu maké modeul Project Based Learning dibantu ku Canva jeung kelas kontrol nu maké diajar konvensional. Instrumén nu dipaké nyaéta tés kamampuhan mikir kreatif dumasar kana indikator Torrance (fluency, flexibility, originality, elaboration). Hasil panalungtikan nunjukkeun yén aya bédana nu signifikan dina kamampuhan mikir kreatif siswa antara dua kelas: rata-rata skor pretest kelas eksperimen 42,91 jeung skor posttest 59,78, sedengkeun kelas kontrol skor pretest 48,55 jeung skor posttest 52,76. Nilai signifikansi tina uji independent sample t-test nya éta $0,01 < 0,05$, sarta hasil effect size 1,53. Ieu nunjukkeun yén aya pangaruh nu signifikan tina pamakéan modeul Project Based Learning dibantu ku Canva kana kamampuhan mikir kreatif siswa. Ku kituna, ieu modeul diajar téh épéktif pikeun ningkatkeun mikir kreatif sarta disarankeun pikeun dipaké dina prosés diajar nu nyorot kana pamekaran kaahlian abad ka-21.

Kecap Konci: Project Based Learning, Canva, Kamampuhan Pamikiran Kreatif