ABSTRAK

Sovi Ayudia Syahfi. 2023. **PENGARUH MODEL *CREATIVE PROBLEM SOLVING* (CPS) BERBANTUAN MEDIA PERMAINAN BIANGLALA KARNAVAL TERHADAP PEMAHAMAN KONSEP PADA MATERI GERAK MELINGKAR**

Fisika merupakan salah satu mata pelajaran yang harus dikuasai dan dipelajari dalam jenjang SMA/MA, khususnya jurusan IPA. Dalam pelajaran fisika terdapat materi yang harus dipahami, penggunaan rumus, dan praktikum. Salah satu kemampuan yang harus dimiliki oleh peserta didik adalah pemahaman konsep. Pemahaman konsep sangat diperlukan dalam pelajaran fisika. Penelitian ini bertujuan menguji signifikansi model *creative problem solving* dengan berbantuan media permainan bianglala karnaval terhadap pemahaman konsep pada peserta didik. Penelitian ini dilaksanakan di SMA Negeri 9 Tasikmalaya dengan metode deskriptif – kuantitatif, dengan jenis penelitian kuasi eksperimen dengan desain penelitian yaitu *nonequivalent control group design.* Populasi pada penelitian ini adalah seluruh kelas X MIPA SMA Negeri 9 Tasikmalaya, dengan sampel sebanyak dua kelas X MIPA. Teknik pengambilan sampel yaitu *cluster random sampling*, dengan satu kelas eksperimen dan satu kelas kontrol. Teknik pengumpulan data penelitian ini menggunakan *pretest – posttest*. Teknik analisis data yang digunakan yaitu: uji validitas, uji reliabilitas, uji daya pembeda, uji tingkat kesukaran, uji normalitas, uji homogenitas, dan uji hipotesis. Cara mengambil data dari tujuan penelitian, maka peserta didik akan mengisi *pretest* dan *posttest*, kemudian peserta didik akan melakukan praktikum sederhana dengan menggunakan media permainan bianglala karnaval pada kelas eksperimen. Kelas eksperimen pada penelitian yaitu kelas X MIPA 2, sedangkan kelas kontrol X MIPA 1. Pengambilan data menggunakan instrumen tes berupa soal *pretest* dan *posttest* berindikator pemahaman konsep, dengan bentuk soal pilihan ganda (PG) yang sudah melalui uji validitas, reliabilitas, tingkat kesukaran, dan daya pembeda.Berdasarkan pengujian hipotesis dengan uji – t, dengan taraf signifikansi 5%, diperoleh hasil $t_{hitung} > t_{tabel}$ (3,47 > 1,67), itu artinya H_1 diterima dan H_0 ditolak. Hal ini menunjukkan adanya pengaruh model *creative problem solving* (CPS) berbantuan media permainan bianglala karnaval terhadap pemahaman konsep pada materi gerak melingkar.

Kata kunci: Gerak Melingkar, Model *Creative Problem Solving*, dan Pemahaman Konsep.

ABSTRACT

Sovi Ayudia Syahfi. 2023. ***THE EFFECT OF CREATIVE PROBLEM SOLVING MODELS ASSISTED BY BIANGLALA CARNIVAL GAME MEDIA ON THE UNDERSTANDING OF CONCEPTS IN CIRCULAR MOTION MATTER***

Physics is one of the subjects that must be mastered and studied at the highy school/MA level, especially the science department. In physics lessons there are material that must be understood, the use of formulas, and practicum. One of the abilities that must be possessed by students is understanding concepts. Understanding the concept is needed in phsysics lessons. This study aims to examine the significance of the creative problem solving model with the aid of the carnival ferris wheel game on understanding concepts in students. This research was carried out at SMA Negeri 9 Tasikmalaya with descriptive – quantitative methods, with a quasi – experimental type of research wit a research design that is nonequivalent control group. The population in this study was all class X science at SMA Negeri 9 Tasikmalaya, with a sample of two class X science. The sampling technique is cluster random sampling. The two classes were divided into one experimental class and one control class. Data collection techniques in this study used pretest – posttest. The data analysis technique used are: validity test, reliability test, discriminatory power test, difficulty level test, normality test, homogeneity test and hypothesis testing. How to obtain data from the research objectives, students will fill out the pretest and posttest, then students will do a simple practicum using the media carnival Ferris wheel game in the experimental class. The experimental class in the research is class X MIPA 2, while the control class X MIPA 1. Data collection uses test instruments in the form of pretest and posttest questions with an indicator of understanding concepts, with the form of multiple choice questions (PG) that have gone through tests of validity, reliability, difficulty level, and differentiating power. Based on hypothesis testing with the t-test, with a significance level of 5%, the result of counting > ttabel (3.47 > 1.67) was obtained, that means that H1 is accepted and H0 is rejected. This shows the influence of the creative problem solving (CPS) model assisted by the carnival Ferris wheel game media on the understanding of concepts in circular motion materials

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Keywords: Circular Motion, Concept Understanding, and Creative problem solving model