

ABSTRAK

AFLAHATIN NUPUS ISNAENI. 202170069. **Pengaruh Penerapan Model *Project Based Learning* (PjBL) Berbantuan Media Pembelajaran Berbasis Audio Visual Terhadap Hasil Belajar Kognitif Peserta Didik (Studi Eksperimen pada Materi Flora dan Fauna di Indonesia dan Dunia Kelas XI IPS MAN 2 Kota Tasikmalaya).** Jurusan Pendidikan Geografi. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi, Tasikmalaya.

Proses pembelajaran akan berpengaruh terhadap pembentukan kemampuan peserta didik, baik itu dari segi psikomotor, kognitif dan afektif yang akan menentukan mutu serta kualitas pendidikan. Penelitian ini bertujuan untuk mengetahui langkah-langkah dan pengaruh penerapan model *project based learning* berbantuan media pembelajaran berbasis audio visual terhadap hasil belajar kognitif peserta didik pada materi flora dan fauna di Indonesia dan Dunia kelas XI IPS MAN 2 Kota Tasikmalaya. Metode penelitian yang digunakan yaitu *Quasi Experimental* dengan desain penelitian *Nonequivalent Control Group Design*. Populasi penelitian ini yaitu kelas XI IPS dan sampel penelitian ini yaitu kelas XI IPS 1 dan XI IPS 2 MAN 2 Kota Tasikmalaya. Teknik pengambilan sampel yang digunakan yaitu menggunakan metode *judgement sampling*. Berdasarkan hasil penelitian di lapangan bahwa langkah-langkah dari penerapan model *project based learning* berbantuan media pembelajaran berbasis audio visual dilakukan dengan cara penentuan pertanyaan mendasar, mendesain perencanaan proyek, menyusun jadwal, memonitor peserta didik dan kemajuan proyek, menguji hasil, serta mengevaluasi kegiatan. Penerapan model *project based learning* berpengaruh terhadap hasil belajar kognitif peserta didik. Hal tersebut dapat dilihat berdasarkan uji Wilcoxon $0,000 < 0,05$ yang artinya H_0 ditolak dan H_a diterima. Artinya terdapat pengaruh atau perbedaan dari penerapan model *project based learning* terhadap hasil belajar kognitif peserta didik kelas XI IPS pada materi flora dan fauna di Indonesia dan Dunia di MAN 2 Kota Tasikmalaya.

Kata Kunci: Model Pembelajaran, *Project Based Learning*, Audio Visual, Hasil Belajar Kognitif

ABSTRACT

AFLAHATIN NUPUS ISNAENI. 202170069. *The Effect of The Application of The Project Based Learning (PjBL) Model Assisted by Audio-Visual Based Learning Media on The Cognitive Learning Outcomes of Students (Experimental Study on Flora and Fauna Material in Indonesia and The World Class XI IPS MAN 2 Tasikmalaya City)*. Department of Geography Education. Faculty of Teacher Training and Education. Siliwangi University, Tasikmalaya.

The learning process will affect the formation of students' abilities, both in terms of psychomotor, cognitive and affective which will determine the quality and quality of education. This study aims to determine the steps and effects of the application of the project-based learning model assisted by audio-visual based learning media on the cognitive learning outcomes of students in flora and fauna materials in Indonesia and the World class XI IPS MAN 2 Tasikmalaya City. The research method used is Quasi Experimental with a Nonequivalent Control Group Design research design. The population of this study is class XI IPS and the sample of this study is class XI IPS 1 and XI IPS 2 MAN 2 Tasikmalaya City. The sampling technique used is using the judgement sampling method. Based on the results of research in the field, the steps of implementing the project-based learning model assisted by audio-visual-based learning media are carried out by determining basic questions, designing project planning, compiling schedules, monitoring students and project progress, testing results, and evaluating activities. The application of the project-based learning model has an effect on students' cognitive learning outcomes. This can be seen based on the Wilcoxon test of $0.000 < 0.05$ which means that H_0 is rejected and H_a is accepted. This means that there is an influence or difference in the application of the project-based learning model on the cognitive learning outcomes of class XI social studies students on flora and fauna materials in Indonesia and the World at MAN 2 Tasikmalaya City.

Keywords: *Learning Model, Project Based Learning, Audio Visual, Cognitive Learning Outcomes*