

## ABSTRAK

APRILIA DWIANDINI.2023. **PENERAPAN MODEL *PROBLEM BASED LEARNING* UNTUK MENINGKATKAN KEMAMPUAN BERPIKIR KREATIF**. Jurusan Pendidikan Masyarakat, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Kondisi pembelajaran yang kurang interaktif karena terpaku pada metode konvensional sehingga membatasi peningkatan kemampuan berpikir kreatif pada warga belajar menjadi masalah yang perlu diminimalisir, dalam hal ini, kondisi tersebut diatasi dengan penerapan model pembelajaran *problem based learning* sebagai strategi pembelajaran yang digunakan pada pembelajaran *life skill* keterampilan komputer pada pendidikan kesetaraan. Penelitian ini dilakukan untuk mengetahui langkah-langkah penerapan model pembelajaran *problem based learning* sehingga dapat meningkatkan kemampuan berpikir kreatif pada warga belajar. Penelitian ini dilakukan dengan metode Penelitian Tindakan Kelas (PTK), dengan teknik pengumpulan data yaitu observasi, tes, catatan lapangan, dokumentasi dan wawancara. Untuk teknik analisis datanya yaitu dengan reduksi data, penyajian data dan penarikan simpulan dan verifikasi untuk data kualitatif dan penskoran untuk data kuantitatif. Berdasarkan hasil penelitian, penilaian perencanaan pembelajaran model *problem based learning* pada siklus I sebesar 75 dan di siklus II mengalami peningkatan dengan skor sebesar 85,5. Kemudian pada penilaian praktik pembelajarannya di siklus I memperoleh nilai 75 dan mengalami peningkatan pada siklus II dengan skor sebesar 84,1. Hal ini berbanding lurus dengan peningkatan nilai rata-rata kemampuan berpikir kreatif pada warga belajar yaitu dari nilai *pre-test* kemampuan berpikir kreatif warga belajar memperoleh skor 31,9 namun setelah pembelajaran dilaksanakan, warga belajar memperoleh nilai rata-rata *post-test* sebesar 80 untuk siklus I, dan pada siklus II memperoleh nilai 85,8. Sehingga dapat disimpulkan bahwa penerapan model *problem based learning* dengan perencanaan dan pelaksanaan yang baik maka dapat meningkatkan kemampuan berpikir kreatif warga belajar pada pembelajaran *life skill* keterampilan komputer.

**Kata Kunci:** Kreatif, *Life Skill*, *Problem Based Learning*

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**APRILIA DWIANDINI.2023. APLICATION PROBLEM BASED LEARNING MODELS TO IMPROVE CREATIVE THINKING SKILLS.**  
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*Learning conditions that are less interactive because they are fixated on conventional methods thereby limiting the increase in the ability to think creatively in learning citizens is a problem that needs to be minimized, in this case, these conditions are overcome by applying the problem-based learning model as a learning strategy used in life skills learning computer skills on equality education. This research was conducted to find out the steps for applying the problem-based learning model so that it can improve the ability to think creatively in learning citizens. This research was conducted using the Classroom Action Research (PTK) method, with data collection techniques namely observation, tests, field notes, documentation and interviews. For data analysis techniques, namely data reduction, data presentation and drawing conclusions and verification for qualitative data and scoring for quantitative data. Based on the results of the research, the assessment of problem-based learning model learning planning in the first cycle was 75 and in the second cycle it increased with a score of 85.5. Then in the assessment of learning practices in cycle I obtained a score of 75 and experienced an increase in cycle II with a score of 84.1. This is directly proportional to the increase in the average value of the ability to think creatively in the learning community, namely from the pre-test value of the creative thinking ability of the learning community to obtain a score of 31.9 but after learning is carried out, the learning community obtains an average post-test score of 80 for cycle I, and in cycle II obtained a score of 85.8. So it can be concluded that the application of the problem-based learning model with good planning and implementation can improve the creative thinking abilities of learning residents in life skills learning computer skills.*

**Keywords: Creative, Life Skill, Problem Based Learning.**