

ABSTRAK

Sari Aulia Rahmawati. 2026. **PENERAPAN MEDIA DIGITAL *SCRAPBOOK* PADA PEMBELAJARAN BERBASIS MASALAH UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK PADA MATERI SUHU DAN KALOR**

Penelitian ini dilatar belakangi oleh rendahnya hasil belajar peserta didik pada materi suhu dan kalor serta belum optimalnya media pembelajaran yang digunakan saat pembelajaran berlangsung. Salah satu solusi yang dilakukan peneliti dalam penelitian ini untuk mengatasi masalah tersebut adalah dengan menerapkan media digital *scrapbook* pada pembelajaran berbasis masalah. Tujuan penelitian ini adalah untuk mengetahui peningkatan hasil belajar peserta didik setelah diterapkan media digital *scrapbook* pada pembelajaran berbasis masalah. Metode penelitian menggunakan kuasi eksperimen dengan desain penelitian *pre- post test design*. Populasi pada penelitian ini adalah seluruh peserta didik kelas XI Teknik di SMA Negeri 1 Ciawi tahun ajaran 2025/2026 sebanyak 3 kelas. Sampel penelitian menggunakan 2 kelas yang dipilih menggunakan teknik *purposive sampling*, yaitu kelas XI-2 (kelas eksperimen) dan XI-3 (kelas kontrol). Peserta didik melakukan *pre-test* kemudian diberi perlakuan, dan melakukan *post-test* berbentuk uraian berjumlah 8 soal pada materi suhu dan kalor untuk mengukur hasil belajar kognitif peserta didik. Pengolahan data dilakukan melalui uji *N-Gain*, uji prasyarat, dan uji hipotesis menggunakan uji *t* pada taraf signifikansi $\alpha = 0,05$. Hasil penelitian menunjukkan bahwa nilai *N-Gain* kelas eksperimen lebih tinggi dibandingkan kelas kontrol dan hasil uji *t* menunjukkan bahwa $t_{hitung} > t_{tabel}$, yaitu $(7,8 > 1,7)$. Sehingga dapat disimpulkan, penggunaan media digital *scrapbook* pada pembelajaran berbasis masalah dapat meningkatkan hasil belajar peserta didik.

Kata kunci: hasil belajar, media digital *scrapbook*, pembelajaran berbasis masalah, suhu dan kalor.

ABSTRACT

Sari Aulia Rahmawati. 2026. ***THE IMPLEMENTATION OF DIGITAL SCRAPBOOK MEDIA IN PROBLEM BASED LEARNING TO IMPROVE STUDENTS' LEARNING OUTCOMES ON TEMPERATURE AND HEAT***

This study was motivated by the low learning outcomes of students on the topic of temperature and heat, as well as the suboptimal use of learning media during the learning process. One of the solutions proposed by the researcher to address this problem was the implementation of digital scrapbook media in problem-based learning. The purpose of this study was to determine the improvement of students' learning outcomes after the implementation of digital scrapbook media in problem-based learning. The research method used was a quasi-experimental method with a pretest-posttest design. The population of this study consisted of all eleventh-grade engineering students at SMA Negeri 1 Ciawi in the 2025/2026 academic year, comprising three classes. The research sample consisted of two classes selected using purposive sampling technique, namely class XI-2 as the experimental class and class XI-3 as the control class. The students completed a pre-test, received the treatment, and then completed a post-test in the form of eight essay questions on the topic of temperature and heat to measure cognitive learning outcomes, a self-assessment consisting of 14 statements to measure affective learning outcomes, and an assessment rubric to measure psychomotor learning outcomes. Data analysis was conducted using the N-Gain test, prerequisite tests, and hypothesis testing using the t-test at a significance level of $\alpha = 0.05$. The results showed that the N-Gain score of the experimental class was higher than that of the control class, and the t-test results indicated that $t_{count} > t_{table}$. Therefore, the use of digital scrapbook media in problem-based learning was able to improve students' learning outcomes.

Keywords: digital scrapbook media, problem based learning, learning outcomes, temperature and heat.