ABSTRAK

PUTRI APRILLIA TAMPUBOLON, NIM. 5153311028. *Penerapan Model Problem Based Learning Untuk Meningkatkan Aktivitas Dan Hasil Belajar Mata Pelajaran Aplikasi Perangkat Lunak Dan Perancangan Interior Gedung Pada Siswa Kelas XI DPIB SMK Negeri 1 Lubuk Pakam*

Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang bertujuan untuk menerapkan model pembelajaran yang dapat meningkatkan Aktivitas dan Hasil Belajar Aplikasi Perangkat Lunak dan Perancangan Interior Gedung. Penelitian ini terdiri dari 2 siklus, tiap siklus meliputi perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Penelitian dilakukan di SMK Negeri 1 Lubuk Pakam, semester 1 tahun ajaran 2019/2020 kelas XI DPIB yang terdiri dari 33 siswa.

Data dalam penelitian ini diperoleh melalui hasil pengamatan. Indikator keberhasilan adalah hasil belajar siswa 100% mampu mencapai nilai ≥ 75. Pada uji coba tes hasil belajar siklus I, dari 30 soal diperoleh 25 soal yang valid dari data yang valid uji tingkat kesukaran didapat 14 soal yang mudah, 9 soal yang sedang dan 2 soal yang sulit, uji daya beda soal 1 soal kategori buruk 11 soal kategori sedang 12 soal kategori baik dan 1 kategori sangat baik. Sedangkan pada siklus II, dari 28 soal diperoleh 24 soal yang valid, dan uji tingkat kesukaran didapat didapat 14 soal yang mudah 9 soal yang sedang dan 1 soal sulit. Uji daya soal 14 soal kategori sedangdan 10 soal kategori baik.

Hasil penelitian menunjukkan bahwa rata-rata aktivitas siswa pada siklus I sebesar 70,0758 , sedangkan pada siklus II rata-rata nilai aktivitas siswa adalah 81,43939 melalui uji T sebesar 9,6363 terjadi peningkatan sebesar 16,21614%. Hasil penelitian menunjukkan perolehan hasil belajar siswa pada siklus I dengan nilai rata-rata 77,33 dan meningkat pada siklus II dengan nilai rata-rata 88,0303 melalui uji T sebesar 9,3098 terjadi peningkatan signifikan sebesar 13,8323%.

Berdasarkan hasil penelitian yang telah dilakukan dapat disimpulan yang dapat diambil adalah penerapan model pembelajaran *Problem Based Learning* dapat meningkatkan aktivitas dan hasil belajar siswa kelas XI DPIB mata pelajaran Aplikasi perangkat Lunak dan perancangan Interior gedung di SMK Negeri 1 Lubuk Pakam.

Kata Kunci : Aktivitas Belajar, Hasil Belajar,*Model Problem Based Learning (PBL),* Aplikasi Perangkat Lunak dan perancangan Interior Gedung

ABSTRACT

PUTRI APRILLIA TAMPUBOLON, NIM. 5153311028. *Application of Problem Based Learning Model to Improve Activities and Learning Outcomes of Software Application and Interior Design Subjects in Class XI DPIB Students of SMK Negeri 1 Lubuk Pakam.*

This research is a Classroom Action Research (CAR) which aims to implement a learning model that can improve the Activities and Learning Outcomes of Software Applications and Building Interior Design. This study consisted of 2 cycles, each cycle including planning, implementing actions, observing, and reflecting. The study was conducted at SMK Negeri 1 Lubuk Pakam, semester 1 of the 2019/2020 academic year class XI DPIB consisting of 33 students.

The data in this study were obtained through observations. Indicators of success are 100% student learning outcomes able to achieve a value of ≥ 75. In the first cycle of learning outcomes test trials, from 30 questions obtained 25 valid questions from valid data the level of difficulty test obtained 14 easy questions, 9 medium questions and 2 difficult questions, different power test questions 1 bad category questions 11 question medium categories 12 questions good category and 1 very good category. Whereas in the second cycle, out of 28 questions, 24 valid questions were obtained, and the difficulty level test obtained were 14 easy questions, 9 were moderate questions and 1 difficult problem. Power test questions are 14 medium category questions and 10 good category questions.

The results showed that the average student activity in the first cycle was 70.0758, while in the second cycle the average value of student activity was 81.43939 through the T test of 9.6363 an increase of 16.21614%. The results showed the acquisition of student learning outcomes in the first cycle with an average value of 77.33 and increased in the second cycle with an average value of 88.0303 through the T test of 9.3098 there was a significant increase of 13.8323%.

Based on the results of the research that has been done, it can be concluded that the application of the Problem Based Learning model can improve the activity and learning outcomes of Grade XI DPIB students in Software Application and Interior Design of buildings in SMK Negeri 1 Lubuk Pakam.

Keywords: Learning Activities, Learning Outcomes, Problem Based Learning (PBL) Models, Software Applications and Building Interior Design.