

## ABSTRAK

**Rizky Tia Utami, Nim 7143142017, Penerapan Strategi Pembelajaran Berbasis Masalah dengan model *Problem Based Learning* Untuk Meningkatkan Kreativitas dan Hasil Belajar Akuntansi Siswa Kelas X AK SMK BM Apipsu Medan Tahun Pembelajaran 2018/2019.**

Permasalahan dalam penelitian ini adalah rendahnya kreativitas dan hasil belajar akuntansi siswa kelas X AK SMK BM Apipsu Medan. Penelitian ini bertujuan untuk mengetahui peningkatan kreativitas dan hasil belajar akuntansi siswa jika diterapkan Strategi Pembelajaran Berbasis Masalah dengan model *Problem Based Learning* di kelas X AK SMK BM Apipsu Medan Tahun Pembelajaran 2018/2019.

Penelitian ini dilaksanakan di SMK BM Apipsu Medan. Subjek penelitian ini adalah siswa kelas X AK yang berjumlah 30 orang. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang terdiri dari 2 siklus dimana tiap siklus terdiri 4 tahapan yaitu perencanaan, tindakan, observasi, dan refleksi. Teknik pengumpulan data menggunakan tes dan observasi. Teknik analisis data menggunakan data kualitatif dan data kuantitatif.

Dari data hasil pengamatan kreativitas yang dilaksanakan pada siklus I terdapat 9 siswa dari 30 siswa yang mendapat nilai  $\geq 23$  atau sebesar (30%), dan 21 siswa mendapat nilai  $\leq 23$  atau sebesar (70%) dengan nilai rata – rata kreativitas belajar siswa sebesar 19,37. Pada siklus II siswa memperoleh nilai  $\geq 23$  sebanyak 25 siswa (83,33%), dan siswa yang memperoleh nilai  $\leq 23$  sebanyak 5 siswa (16,67%) dengan nilai rata – rata kreativitas belajar siswa sebesar 24. Sedangkan dari data hasil belajar siswa yang dilaksanakan pada siklus I terdapat 19 siswa dari 30 siswa yang mendapat nilai  $\geq 75$  atau sebesar (63,33%), dan 11 siswa mendapat nilai  $\leq 75$  atau sebesar (36,67%), dengan nilai rata – rata hasil belajar siswa 70,67. Pada siklus II siswa memperoleh nilai  $\geq 75$  sebanyak 26 siswa (86,67%), dan siswa yang memperoleh nilai  $\leq 75$  sebesar 4 siswa (13,33%) dengan nilai rata – rata 83,33. Karena kreativitas dan hasil belajar akuntansi siswa pada siklus II sudah mencapai indikator keberhasilan, maka penelitian tidak perlu dilanjutkan ke siklus berikutnya.

Berdasarkan hasil penelitian dapat disimpulkan bahwa dengan menerapkan Strategi Pembelajaran Berbasis Masalah dengan model *Problem Based Learning* dapat meningkatkan kreativitas dan hasil belajar akuntansi siswa kelas X AK pada Standar Kompetensi Jurnal Umum di SMK BM Apipsu Medan Tahun Pembelajaran 2018/2019.

**Kata Kunci : Strategi Pembelajaran Berbasis Masalah, *Problem Based Learning*, Kreativitas dan Hasil Belajar.**

## ABSTRACT

Rizky Tia Utami, Nim 7143142017, *Implementation of Problem Based Learning Strategies with Problem Based Learning Models to Increase Accounting Creativity and Learning Outcomes of Class X AK Students of Apipsu BM Medan Vocational School Year 2018/2019.*

*The problem in this study is the low creativity and accounting learning outcomes of class X AK BM Apipsu Vocational School Medan. This study aims to determine the increase in creativity and accounting learning outcomes of students if a Problem-Based Learning Strategy is applied to the Problem Based Learning model in class X AK BM Apipsu Medan, Learning Year 2018/2019.*

*This research was conducted at BM Apipsu Vocational School Medan. The subjects of this study were students of class X AK which numbered 30 people. This research is a Classroom Action Research (CAR) which consists of 2 cycles where each cycle consists of 4 stages, namely planning, action, observation, and reflection. Data collection techniques use tests and observations. The data analysis technique uses qualitative data and quantitative data.*

*From the data of observations of creativity carried out in the first cycle there were 9 students from 30 students who received a value of  $\geq 23$  or equal to (30%), and 21 students received a value of  $\leq 23$  or equal to (70%) with the average score of student learning creativity 19.37. In the second cycle students get a value of  $\geq 23$  as many as 25 students (83.33%), and students who get the value of  $\leq 23$  as many as 5 students (16.67%) with an average value of 24 students learning creativity. students carried out in the first cycle there were 19 students from 30 students who got a value of  $\geq 75$  or equal to (63.33%), and 11 students received a value of  $\leq 75$  or equal to (36.67%), with the average score of student learning outcomes 70.67. In the second cycle students get a value of  $\geq 75$  as many as 26 students (86.67%), and students who get a value of  $\leq 75$  for 4 students (13.33%) with an average value of 83.33. Because the creativity and accounting learning outcomes of students in the second cycle have reached the indicator of success, the research does not need to proceed to the next cycle.*

*Based on the results of the study it can be concluded that by applying the Problem Based Learning Strategy to the Problem Based Learning model can improve the creativity and learning outcomes of accounting students of class X AK on the General Journal Competency Standards at the Apipsu BM Vocational School in the Learning Year 2018/2019.*

**Keywords:** *Problem Based Learning Strategy, Problem Based Learning, Creativity and Learning Outcomes.*