ABSTRAK

AISYAH FITRI HIDAYANI SAGALA. Pengembangan Media *Truth or dare* Berbasis Model *Problem Based Learning* Untuk Meningkatkan Kemampuan Berpikir Logis Dan Motivasi Belajar Matematika Siswa SMA Negeri 11 Medan. Tesis. Medan: Program Pascasarjana Universitas Negeri Medan, 2023.

Penelitian ini bertujuan untuk: 1) menemukan media *truth or dare* berbasis model *problem based learning* yang valid untuk meningkatkan kemampuan berpikir logis dan motivasi belajar matematika siswa di SMA Negeri 11 Medan; 2) menganalisis peningkatan kemampuan berpikir logis siswa di SMA Negeri 11 Medan setelah menggunakan media *truth or dare* berbasis model *problem based learning*; 3) menganalisis peningkatan motivasi belajar matematika siswa di SMA Negeri 11 Medan setelah menggunakan media *truth or dare* berbasis model *problem based learning*; 4) menemukan media *truth or dare* berbasis model *problem based learning* yang praktis untuk meningkatkan kemampuan berpikir logis dan motivasi belajar matematika siswa di SMA Negeri 11 Medan; 5) menemukan media *truth or dare* berbasis model *problem based learning* yang efektif untuk meningkatkan kemampuan berpikir logis dan motivasi belajar matematika siswa di SMA Negeri 11 Medan. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model ADDIE. Subjek dalam penelitian ini adalah siswa kelas X SMA Negeri 11 Medan tahun ajaran 2022/2023. Hasil penelitian menunjukkan bahwa: 1) media *truth or dare* berbasis model *problem based learning* untuk meningkatkan kemampuan berpikir logis dan motivasi belajar matematika siswa yang dikembangkan telah memenuhi kategori valid dengan kriteria "tinggi"; 2) peningkatan kemampuan berpikir logis menggunakan media *truth or dare* berbasis model *problem based learning* yang telah dikembangkan dilihat dari nilai *N-gain* pada uji coba I sebesar 0,37 dalam kategori sedang kemudian meningkat menjadi 0,62 pada uji coba II; 3) peningkatan motivasi belajar matematika siswa menggunakan media *Truth or dare* berbasis model *problem based learning* yang telah dikembangkan dilihat dari nilai *N-gain* pada uji coba I sebesar 0,38 dalam kategori sedang meningkat menjadi 0,47 pada uji coba II; 4) media *truth or dare* berbasis model *problem based learning* yang dikembangkan dinyatakan praktis untuk meningkatkan kemampuan berpikir logis dan motivasi belajar matematika siswa di SMA Negeri 11 Medan; 5) media *truth or dare* berbasis model *problem based learning* yang dikembangkan dinyatakan efektif untuk meningkatkan kemampuan berpikir logis dan motivasi belajar matematika siswa di SMA Negeri 11.

Kata Kunci: Pengembangan Media, *Truth Or Dare,* Model *Problem Based Learning*, Kemampuan Berpikir Logis, Motivasi Belajar Matematika.

ABSTRACT

AISYAH FITRI HIDAYANI SEGALA. Development of Truth Or Dare Media Based on Problem Based Learning Model to Improve Logical Thinking Ability and Students' Motivation to Learn Mathematics SMA Negeri 11 Medan. Thesis. Medan: Postgraduate Program, State University of Medan, 2023.

This research aims to: 1) find a valid truth or dare media based on problem-based learning model to improve students' logical thinking ability and mathematics learning motivation at SMA Negeri 11 Medan; 2) analyze the improvement of students' logical thinking ability at SMA Negeri 11 Medan after using truth or dare media based on problem-based learning model; 3) analyze the improvement of students' mathematics learning motivation at SMA Negeri 11 Medan after using truth or dare media based on problem-based learning model; 4) to find truth or dare media based on problem-based learning model that is practical to improve students' logical thinking ability and mathematics learning motivation at SMA Negeri 11 Medan; 5) to find truth or dare media based on problem-based learning model that is effective to improve students' logical thinking ability and mathematics learning motivation at SMA Negeri 11 Medan. This research is a development research using ADDIE model. The subjects in this study are students of class X SMA Negeri 11 Medan in the 2022/2023 school year. The results showed that: 1) truth or dare media based on problem-based learning model to improve students' logical thinking ability and motivation to learn mathematics developed has met the valid category with "high" criteria; 2) the increase in logical thinking ability using truth or dare media based on problem-based learning model that has been developed is seen from the N-gain value in trial I of 0.37 in the moderate category then increased to 0.62 in trial II; 3) the increase in students' mathematics learning motivation using Truth or dare media based on the problem-based learning model that has been developed is seen from the N-gain value in trial I of 0.38 in the moderate category which increased to 0.47 in trial II; 4) truth or dare media based on the problem-based learning model developed is declared practical to improve students' logical thinking ability and mathematics learning motivation at SMA Negeri 11 Medan; 5) truth or dare media based on the problem-based learning model developed is declared effective to improve students' logical thinking ability and mathematics learning motivation at SMA Negeri 11 Medan.

Keywords: Media Development, Truth Or Dare, Problem Based Learning Model, Ability to Think Logically, Motivation to Learn Mathematics.