ABSTRAK

Irene Karolina Samosir, NIM 4203311003 (2024). Analisis Kemampuan Pemecahan Masalah Matematis Dalam Penerapan Model Problem Based Learning Berbantuan Media Animasi Plotagon Story.

Mengacu pada hasil survei PISA yang diumumkan Selasa 05 Desember 2023 secara global skor kemampuan matematika, membaca, dan sains siswa berumur 15 tahun di 81 negara turun, termasuk Indonesia. Jika melihat pencapaian skor PISA Indonesia sejak ikut pertama kali tahun 2000 hingga 2022, skor PISA 2022 termasuk terendah, terutama skor matematika 360, skor tersebut di bawah rata-rata skor internasional yaitu 494. Faktor yang menjadi penyebab dari rendahnya prestasi siswa Indonesia dalam PISA, yaitu lemahnya kemampuan pemecahan masalah soal non-routine atau level tinggi. Soal yang diujikan dalam PISA terdiri atas 6 level (level 1 terendah dan level 6 tertinggi) dan soal-soal yang diujikan merupakan soal kontekstual, permasalahannya diambil dari dunia nyata. Siswa di Indonesia hanya terbiasa dengan soal-soal rutin pada level 1 dan level 2. Dapat disimpulkan bahwa kemampuan pemecahan masalah matematika siswa Indonesia rendah. Penelitian ini bertujuan untuk menganalisis kemampuan pemecahan masalah matematis siswa dalam penerapan model pembelajaran Problem Based Learning berbantuan media animasi Plotagon Story pada siswa SMP pada materi teorema phythagoras. Jenis penelitian ini merupakan penelitian kualitatif dengan metode deskriptif. Subjek dalam penelitian ini berjumlah 28 siswa kelas VIII-2 SMP Negeri 13 Binjai. Teknik pengumpulan data yaitu tes dan wawancara. Instrumen yang digunakan berupa soal tes kemampuan pemecahan masalah matematis pada materi teorema pythagoras berbentuk uraian dan pedoman wawancara. Pengolahan dan analisis data menggunakan teknik Miles dan Huberman yang meliputi tiga tahap yaitu reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa siswa dengan kemampuan kurang baik adalah sebesar 10,71%, siswa dengan kemampuan cukup baik adalah sebesar 28,57%, siswa dengan kemampuan baik adalah sebesar 42,86%, dan siswa dengan kemampuan sangat baik adalah sebesar 17,85%.

Kata Kunci: *Kemampuan Pemecahan Masalah Matematis, Problem Based Learning, Media Animasi Plotagon Story*

ABSTRACT

Irene Karolina Samosir, NIM 4203311003 (2024). Analysis of Mathematical Problem Solving Ability in the Application of the Problem Based Learning Model Assisted by Plotagon Story Animation Media.

Referring to the PISA survey results announced Tuesday 5 December 2023, globally the mathematics, reading and science ability scores of 15 year old students in 81 countries fell, including Indonesia. If we look at Indonesia's PISA score achievements since participating for the first time in 2000 to 2022, the 2022 PISA score is among the lowest, especially the mathematics score of 360, this score is below the international average score of 494. Factors that cause the low achievement of Indonesian students in PISA, namely weak problem solving abilities for non-routine or high level questions. The questions tested in PISA consist of 6 levels (level 1 is the lowest and level 6 is the highest) and the questions tested are contextual questions, the problems are taken from the real world. Students in Indonesia are only used to routine questions at level 1 and level 2. It can be concluded that Indonesian students' mathematical problem solving abilities are low. This research aims to analyze students' mathematical problem solving abilities in applying the Problem Based Learning learning model assisted by Plotagon Story animation media to junior high school students on the material of the Pythagorean theorem. This type of research is qualitative research with descriptive methods. The subjects in this research were 28 students in class VIII-2 of SMP Negeri 13 Binjai. Data collection techniques are tests and interviews. The instrument used was a test of mathematical problem solving abilities on the Pythagorean theorem material in the form of a description and interview guide. Data processing and analysis uses the Miles and Huberman technique which includes three stages, namely data reduction, data presentation, and drawing conclusions. The results showed that students with poor abilities were 10.71%, students with fairly good abilities were 28.57%, students with good abilities were 42.86%, and students with very good abilities were 17.85%. %.

Keywords: *Mathematical Problem Solving Ability, Problem Based Learning, Plotagon Story Animation Media*