ABSTRAK

Sri Dewi Kartini : **Analisis Tumbuh Kembangnya Karakter Dan Hasil Belajar Siswa SMK pada Pembelajaran PBL Dengan Multimedia Pada Materi Pencemaran Air.** Tesis. Medan : Program Studi Pendidikan Kimia Pascasarjana Universitas Negeri Medan, 2016

Penelitian ini bertujuan untuk mengetahui: (1) Apakah terdapat pengaruh yang signifikan dari Model pembelajaran Demonstrasi dan *Problem Based Learning* terhadap hasil belajar, peduli lingkungan dan kreativitas siswa.(2) Apakah terdapat pengaruh yang signifikan dari media multimedia berbasis komputer dan media realita (benda riil) terhadap hasil belajar, peduli lingkungan dan kreativitas siswa (3) Apakah terdapat interaksi antara Model pembelajaran dengan media pembelajaran terhadap hasil belajar, peduli lingkungan dan kreativitas siswa. (4) Model pembelajaran yang paling optimal yang dapat menghasilkan hasil belajar, peduli lingkungan dan kreativitas siswa yang terbaik. Populasi penelitian ini adalah seluruh siswa kelas XI SMK swasta Harapan Mekar Medan. Adapun teknik penarikan sampel dilakukan dengan teknik acak (random sampling) dan diambil siswa kelas XI sebanyak 4 Kelas yang di jadikan sampel yaitu Kelas XI-1 (E-1), Kelas XI-2 (E-2), Kelas XI-3 (E-3), Kelas XI-4 (E-4). Instrumen pengumpulan data digunakan tes hasil belajar berbentuk pilihan berganda sebanyak 20 butir soal, serta lembar observasi karakter. Teknik analisa data menggunakan data data kualitatif dan data kuantitatif. Adapun Hasil penelitian menunjukkan bahwa : (1) Terdapat pengaruh yang signifikan dari Model pembelajaran demonstrasi dan *Problem Based Learning* terhadap hasil belajar, peduli lingkungan dan kreativitas siswa. Dari hasil pengujian diperoleh sig. < α (0,043 < 0,05) (2) Terdapat pengaruh yang signifikan dari media multimedia berbasis komputer dan media realita (benda riil) terhadap hasil belajar, peduli lingkungan dan kreativitas siswa. Dari hasil pengujian diperoleh Sig. < (0,013 < 0,05) (3) Terdapat interaksi antara model pembelajaran dengan media pembelajaran terhadap hasil belajar, peduli lingkungan dan kreativitas siswa secara positif. Dari hasil pengujian diperoleh Sig. < α (0,000 < 0,05) (4) Model pembelajaran yang paling optimal yang dapat menghasilkan hasil belajar, peduli lingkungan dan kreativitas siswa yang terbaik adalah model Problem Based Learning menggunakan multimedia berbasis komputer. Dengan perolehan ha

sil persentase gain paling tinggi sebesar 76,86

Kata Kunci : *Problem Base Learning*, Demonstrasi, Diskusi, Multimedia Komputer, Media realita, Pencemaran air, Hasil Belajar dan Karakter.

ABSTRACT

Sri Dewi Kartini : **Analysis Of The Growth Of Character And Vocational Student Learning Outcomes in Learning PBL With Multimedia In the Matter Water Pollution** Thesis. Medan: Study Program of Chemistry, Postgraduate, State University of Medan, 2016.

This study aims to determine: (1) Is there a significant effect on learning model Demonstration and Problem Based Learning on learning outcomes, care for the environment and the creativity of the students. (2) Is there a significant influence on the media based multimedia computers and media reality (the real thing) on learning outcomes, care for the environment and the creativity of the students (3) Is there an interaction between the learning model with learning media for learning outcomes, care for the environment and the creativity of the students. (4) The most optimal learning strategies that can produce learning outcomes, care for the environment and the creativity of the students the best. The study population was all students in grade XI private SMK Harapan Mekar Medan. The technique of sampling carried out by random techniques (random sampling) and taken a class XI student of 4 classes are made in the sample of Class XI-1 (E-1), Class XI-2 (E-2), Class XI-3 (E-3), Class XI-4 (E-4). Data collection instruments used achievement test of 20 multiple-choice items, as well as the observation sheet characters. Data analysis technique uses data quantitative and qualitative data. The results showed that: (1) There is a significant effect of learning model demonstrations and Problem Based Learning on learning outcomes, care for the environment and the creativity of the students. From the test results obtained sig. $<A$ $(0.043 <0.05)$ (2) There is a significant effect of computer-based multimedia media and media reality (the real thing) on learning outcomes, care for the environment and the creativity of the students. From the test results obtained by Sig. $<(0.013 <0.05)$ (3) There is interaction between learning model and learning media for learning outcomes, care for the environment and the creativity of the students in a positive way. From the test results obtained by Sig. $<A$ $(0.000 <0.05)$ (4) The most optimal learning model that can produce learning outcomes, care for the environment and the creativity of students is best to Problem Based Learning model using computer-based multimedia. With the acquisition highest percentage yield gain of 76.86

Keywords: *Problem Base Learning*, Demonstration, Discussion, Multimedia Computers, Media reality, water pollution, Results Learning and Character .