

**IMPLEMENTASI MODEL PEMBELAJARAN *PROBLEM BASED LEARNING*
TERINTEGRASI MEDIA PETA KONSEP, *POWERPOINT*, DAN ANIMASI
DALAM MENINGKATKAN HASIL BELAJAR SISWA PADA
MATERI KELARUTAN DAN HASIL KALI KELARUTAN
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ABSTRAK

Penelitian ini bertujuan untuk mengetahui perbedaan hasil belajar, peningkatan hasil belajar, serta media mana yang paling efektif digunakan dalam model pembelajaran *problem based learning* terintegrasi media peta konsep, *powerpoint*, dan animasi. Penelitian ini dilakukan terhadap siswa kelas XI SMA Negeri 11 Medan. Populasi dalam penelitian ini adalah seluruh siswa kelas XI IPA yang terdiri dari 6 (enam) kelas. Sampel ditetapkan secara *purposif sampling* dengan menggunakan 3 kelas sebagai kelas eksperimen. Kelas eksperimen pertama diberi pengajaran menggunakan model pembelajaran *problem based learning* dengan media peta konsep, kelas eksperimen kedua diberi pengajaran menggunakan model pembelajaran *problem based learning* dengan media *powerpoint*, sedangkan kelas eksperimen ketiga diberi pengajaran menggunakan model pembelajaran *problem based learning* dengan media animasi. Instrumen penelitian yang digunakan adalah instrumen tes berupa soal pilihan ganda sebanyak 20 butir soal dengan lima jawaban alternatif. Hasil penelitian menunjukkan bahwa ada perbedaan hasil belajar siswa yang diberi pengajaran menggunakan model pembelajaran *problem based learning* dengan media peta konsep, *powerpoint*, dan animasi. Data yang diperoleh yaitu $F_{hitung} > F_{tabel}$ dengan F_{hitung} 11,946 dan F_{tabel} 3,118. Persen peningkatan hasil belajar untuk ketiga kelas eksperimen berbeda. Untuk kelas eksperimen pertama terjadi peningkatan hasil belajar sebesar 54%. Pada kelas eksperimen kedua terjadi peningkatan hasil belajar sebesar 55%. Sementara itu, untuk kelas eksperimen ketiga terjadi peningkatan hasil belajar sebesar 61%. Media yang paling efektif digunakan dalam meningkatkan hasil belajar siswa menggunakan model pembelajaran *problem based learning* pada materi kelarutan dan hasil kali kelarutan adalah media animasi.

Kata Kunci : *Problem Based Learning*, Peta Konsep, *Powerpoint*, Animasi, Hasil Belajar

**IMPLEMENTATION OF LEARNING MODEL PROBLEM BASED LEARNING
INTEGRATED CONCEPT MAP, POWERPOINT, AND ANIMATION IN
IMPROVING RESULT OF STUDENT LEARNING ON THE SUBJECTS
SOLUBILITY AND RESULT TIMES SOLUBILITY**

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ABSTRACT

This study aims to determine the differences in learning outcomes, improvements in learning outcomes, and which media are most effectively used in the model of learning problem based learning integrated concept map, powerpoint, and animation. This research was conducted on the students of class XI SMA Negeri 11 Medan. The population in this study is all students of class XI IPA consisting of 6 (six) classes. The sample was determined by purposive sampling by using 3 classes as the experimental class. The first experimental class was taught using the problem-based learning model with the concept map media, the second experimental class was studied with the learning problem based learning model using powerpoint media, while the third experimental class was studied with the learning problem based learning model using animation media. The research instrument used is a test instrument in the form of multiple choice questions as much as 20 items with five alternative answers. The results showed that there are differences in student learning outcomes taught by using the model of learning problem based learning integrated media concept maps, powerpoint, and animation. The data obtained are $F_{count} > F_{table}$ with F_{count} 11,946 and F_{table} 3,118. Percent improvement in learning outcomes for the three different experimental classes. For the first experimental class there was an increase in learning outcome by 54%. In the second experimental class there is an increase in learning outcomes by 55%. Meanwhile, for the third experimental class there is an increase in learning outcome of 61%. The most effective media used in improving student learning outcomes using problem-based learning model on solubility and solubility is animation.

Kata Kunci : Problem Based Learning, Concept Map, Powerpoint, Animation, Result of Learning

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