

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

After this research has been completed and the required data has been obtained and has been analyzed in the previous chapter, the can conclude that the application of Problem Based Learning using the Live Worksheet website can improve problem solving skills in researchers learning quadratic equations. More clearly explain below:

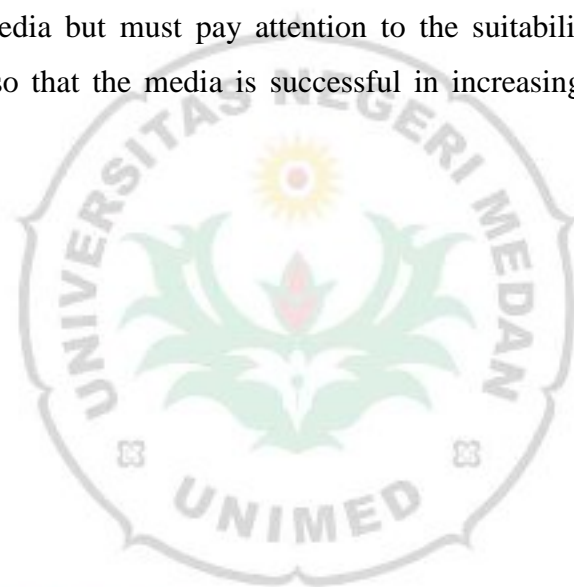
1. There was an increase in students' problem solving abilities from cycle I to cycle II. This can be seen from the Classical learning mastery in pre-test 1 only 6.89%, there was an increase in cycle I with 58.62% and in cycle II it increased to 86.2%.
2. Not only did students' problem-solving abilities increase, teachers' abilities in managing classes and teaching also increased. In cycle I the teacher's ability level was in the "Enough" category with a score of 66.4%, then in cycle II the teacher's ability level increased to "Good" with a score of 81.25%.
3. The level of student activity in the learning process also increased. In cycle I, a score of 53.75% was obtained in the "Enough" category, then it increased in cycle II with a score of 77.5% in the "Good" category.
4. The level of students' problem solving abilities after this research was conducted obtained a value of 0.59 and could be categorized as "Medium".

5.2 Suggestion

There are several suggestions from this research, namely:

1. Mathematics teachers must start implementing digital media in learning. With the development of the times, technology is also increasingly advanced and the world of education must take advantage of this. One of the digital media that can be used is the Live Worksheet which has been proven to be able to improve the problem solving skills of class IX-3 students of SMPN 1 Galang in mathematics, especially in quadratic equations.

2. Students of SMPN 1 Galang are expected to study diligently and continue to hone their problem solving skills. The use of smartphones among students is inevitable, almost all students have smartphones. Therefore students must use smartphones for learning and other positive things and avoid playing online games and other bad things.
3. For future researchers who wish to conduct research with the same problems and methods, they must maximize technological advances so that the world of education is not left behind. There are many platforms that can be used as learning media but must pay attention to the suitability of the topic being discussed so that the media is successful in increasing the indicators to be achieved.



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