

ABSTRAK

Yosafat Saputra Sitepu, NIM. 5211121002, Implementasi Pembelajaran Berbasis Projek Untuk Meningkatkan Hasil Belajar Produk Kreatif Kewirausahaan Kelas XI Teknik Pemesinan SMK Negeri 1 Percut Sei Tuan. Skripsi, Jurusan Pendidikan Teknik Mesin, Fakultas Teknik, Universitas Negeri Medan.

Penelitian ini bertujuan untuk meningkatkan hasil belajar siswa pada mata pelajaran Produk Kreatif dan Kewirausahaan di kelas XI Teknik Pemesinan SMK Negeri 1 Percut Sei Tuan Tahun Ajaran 2024/2025. Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus, dengan subjek sebanyak 30 siswa dari kelas XI TPM 1. Model pembelajaran yang diterapkan adalah *Project Based Learning* (PjBL). Hasil penelitian menunjukkan adanya peningkatan hasil belajar siswa. Pada siklus I, rata-rata nilai siswa sebesar 65,73 dengan persentase ketuntasan 53%. Setelah dilakukan perbaikan pada siklus II, rata-rata nilai meningkat menjadi 81,83 dengan tingkat ketuntasan 87%. Dengan demikian, implementasi model pembelajaran *Project Based Learning* terbukti dapat meningkatkan hasil belajar siswa dalam mata pelajaran Produk Kreatif dan Kewirausahaan.

Kata Kunci: Hasil belajar, *Project Based Learning*, Produk Kreatif dan Kewirausahaan, Penelitian Tindakan Kelas

ABSTRACT

Yosafat Saputra Sitepu, NIM. 5211121002, "The Implementation of Project-Based Learning to Improve Learning Outcomes in Creative Products and Entrepreneurship for Grade XI Mechanical Engineering Students at SMK Negeri 1 Percut Sei Tuan. Undergraduate Thesis, Department of Mechanical Engineering Education, Faculty of Engineering, Universitas Negeri Medan.

This study aims to improve student learning outcomes in the subject of Creative Products and Entrepreneurship for Grade XI Mechanical Engineering students at SMK Negeri 1 Percut Sei Tuan in the 2024/2025 academic year. The research employed a Classroom Action Research (CAR) method conducted in two cycles, involving 30 students from class XI TPM 1. The learning model implemented was Project Based Learning (PjBL). The results indicated an improvement in student learning outcomes. In the first cycle, the average score was 65.73 with a mastery level of 53%. After improvements in the second cycle, the average score increased to 81.83 with a mastery level of 87%. Thus, the implementation of the Project Based Learning model proved effective in enhancing student learning outcomes in the subject of Creative Products and Entrepreneurship.

Keywords: Learning outcomes, Project Based Learning, Creative Products and Entrepreneurship, Classroom Action Research