

LEMBAR PERSETUJUAN PEMBIMBING

Skripsi yang berjudul:
**EFEKTIFITAS MODEL PEMBELAJARAN *CREATIVE PROBLEM SOLVING*
(CPS) BERBANTUAN FLASH INTERAKTIF TERHADAP HASIL BELAJAR
SISWA PADA MATERI LARUTAN PENYANGGA KELAS XI
SMA NEGERI 1 TELAGA**

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Skripsi yang berjudul:

Efektifitas Model Pembelajaran *Creative Problem Solving* (CPS) Berbantuan Flash Interaktif Terhadap Hasil Belajar Siswa Pada Materi Larutan Penyangga Kelas XI SMA Negeri 1 Telaga

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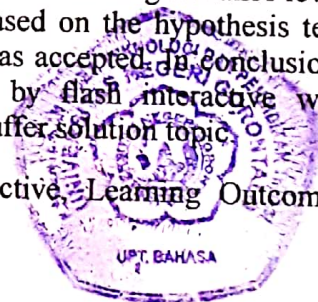

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ABSTRACT

Fazrur R. Katili. 2019. The Effectiveness of Creative Problem Solving Learning Model assisted by Flash Interactive on the Students' Learning Outcomes at Buffer Solution Topic at Grade XI IPA of SMA N 1 Telaga. Study Program of Chemistry Education. Department of Chemistry, Faculty of Mathematics and Natural Science, State University of Gorontalo. The principal supervisor is Nita Suleman, S.T, M.T. and Julhim S. Tangio, S.Pd, M.Pd.

The research aimed to find out the effectiveness of the use of Creative Problem Solving learning model assisted by flash interactive on the students' learning outcomes at buffer solution topic. The research method applied pre-experimental design with "pretest-posttest group design." The technique of sampling used simple random sampling which obtained grade XI Mia 2 as experimental group and grade XI Mia 3 as control group. The data were collected by using a test of multiple choice with reasoning, observation sheet, and questionnaire sheet to find out students' response on the learning model. The data analysis used N-gain test to find out the improvement of learning outcome and the parametric statistics test used t-test. The research finding showed that the value of N-Gain for learning outcomes at experimental group = 0,78 which included in a high category while at control group = 0,43 which included in medium category, students' response on CPS model was 84,7 which was in good category. In addition, the result of hypothesis showed that $t_{count} = 3,99$ with a significance level of 5% and $df = 30$, which obtained $t_{table} = 1,701$. Based on the hypothesis test criteria, if $t_{count} \geq t_{table}$, thus H_0 was rejected and H_1 was accepted. In conclusion, Creative Problem Solving learning model assisted by flash interactive was effective in improving students' learning outcome at buffer solution topic.

Keywords: Creative Problem Solving, Flash Interactive, Learning Outcome, Buffer Solution



ABSTRAK

Fazrur R. Katili 2019. Efektifitas Model Pembelajaran *Creative Problem Solving* Berbantuan Flash Interaktif Terhadap Hasil Belajar Siswa Pada Materi Larutan Penyangga Kelas XI IPA SMA N 1 Telaga. Program Studi Pendidikan Kimia, Jurusan Kimia, Fakultas Matematika dan Ilmu Pengetahuan Alam, Universitas Negeri Gorontalo. Pembimbing I Nita Suleman, S.T, M.T dan Pembimbing II Julhim S. Tangio, S.Pd, M.Pd.

Penelitian ini bertujuan untuk mengetahui keefektifan penggunaan model *Creative Problem Solving* berbantuan flash interaktif terhadap hasil belajar siswa pada materi larutan penyangga. Metode penelitian menggunakan jenis penelitian *pre experimental design* dengan desain penelitian "*pretest – posttest group design*". Teknik pengambilan sampel pada penelitian ini menggunakan *simple random sampling*, diperoleh kelas eksperimen kelas XI Mia 2 dan kelas kontrol kelas XI Mia 3. Pengambilan data menggunakan tes dalam bentuk pilihan ganda beralasan, lembar observasi dan lembar angket untuk mengetahui respon siswa terhadap model pembelajaran. Data dianalisis dengan uji N-gain untuk mengetahui peningkatan hasil belajar dan uji statistik parametrik menggunakan uji-t, Hasil penelitian menunjukkan nilai N-Gain hasil belajar kelas eksperimen = 0,78 berada pada kategori tinggi dan kelas kontrol = 0,43 pada kategori sedang, respon siswa terhadap model CPS sebesar 84,7 berada dalam kategori baik. Hasil hipotesis menunjukkan bahwa $t_{hitung} = 3,99$ dengan taraf signifikansi 5% dan $dk=30$ diperoleh $t_{tabel} = 1,701$. Berdasarkan kriteria uji hipotesis, jika $t_{hitung} \geq t_{tabel}$ maka H_0 ditolak dan H_1 diterima. Sehingga dapat disimpulkan model pembelajaran *Creative Problem Solving* berbantuan flash interaktif efektif meningkatkan hasil belajar siswa pada materi larutan penyangga.

Kata Kunci: Creative Problem Solving; Flash Interaktif, Hasil Belajar, Larutan Penyangga