ABSTRAK

Kartika Dewi, "Model *Challenge Based Learning* Berbantuan Aplikasi *Kahoot* dengan Format Soal *Examination for Japanese University* untuk Meningkatkan Kemampuan Penalaran dan *Self-efficacy*" (Penelitian Eksperimen pada siswa SMA Negeri 26 Bandung)

Penelitian ini bertujuan untuk mengetahui efektifitas pembelajaran *Challenge Based Learning* berbantuan aplikasi *Kahoot* dengan format soal *Examination for Japanese Univeristy* terhadap peningkatan kemampuan penalaran dan *Self-Efficacy*. Populasi penelitian ini adalah kelas XI MIPA dengan pengambilan sampel menggunakan teknik *Non Probability Sampling*, sehingga diperoleh sampel kelas XI MIPA 1, XI MIPA 2, dan XI MIPA 5. Instrumen yang digunakan yaitu tes kemampuan penalaran matematis dan lembar skala sikap *Self-efficacy*. Hasil penelitian ini adalah terdapat peningkatan kemampuan penalaran matematis siswa yang memperoleh pembelajaran *Challenge Based Learning* berbantuan aplikasi *Kahoot* dengan format soal *Examination for Japanese Univeristy*, pembelajaran *Challenge Based Learning* dengan format soal *Examination for Japanese Univeristy* tanpa aplikasi *Kahoot*, dan pembelajaran konvensional; peningkatan kemampuan penalaran matematis siswa yang memperoleh pembelajaran *Challenge Based Learning* berbantuan aplikasi *Kahoot* dengan format soal *Examination for Japanese Univeristy* lebih baik dari pembelajaran *Challenge Based Learning* dengan format soal *Examination for Japanese Univeristy* tanpa aplikasi *Kahoot* dan konvensional; dan *Self-efficacy* siswa dengan model pembelajaran *Challenge Based Learning* berbantuan aplikasi *Kahoot* dengan format soal *Examination for Japanese Univeristy* mengalami peningkatan. Sehingga implementasinya siswa dapat mengkontruksi pengetahuannya berdasarkan tantangan dan masalah menjadi sebuah solusi nyata.

Kata Kunci: *Challenge, Examination for Japanese Univeristy,* **Penalaran Matematis,** *Self-efficacy*

ABSTRACT

Kartika Dewi, "Kahoot Application-assisted Challenge Based Learning Model with the Examination for Japanese University Question Format on Improving Student's Reasoning and Self-Efficacy Abilities" (Experiment Study at 26 Senior High School Bandung)

This study aims to determine the effectiveness of learning by Kahoot application-assisted Challenge Based Learning model with the Examination for Japanese University question format to the increase of student's reasoning and Self-Efficacy abilities. The population of this study was class of XI MIPA with sampling technique used Non Probability Sampling technique, so that the samples obtained XI MIPA 1, XI MIPA 2, and XI MIPA 5. The instruments used test of mathematical reasoning ability and Self-efficacy attitude scale sheets. The results of the study are there is an increase in mathematical reasoning ability of students who got Kahoot application-assisted Challenge Based Learning model with the Examination for Japanese University question format, Challenge Based Learning with Examination for Japanese University, and conventional learning; increase of mathematical reasoning ability of students got obtained Kahoot application-assisted Challenge Based Learning model with the Examination for Japanese University question format was better than Challenge Based Learning with the Examination for Japanese University and conventional learning; and student Self-Efficacy towards learning by Kahoot application-assisted Challenge Based Learning model with the Examination for Japanese University question format has increased. So, the implementation is student can construc their knowledge based on challenge and problems into a real solution.

Key Word: Challenge, Examination for Japanese Univeristy, Mathematical Reasoning, Self-efficacy