

ABSTRAK

Desti Rahmawati : “ Penerapan Model Pembelajaran *Group Investigation* Berbantu Multimedia Interaktif Terhadap Kemampuan Berpikir Kreatif Siswa pada Materi Perubahan Lingkungan” (Penelitian *Pre-Eksperimen* pada Siswa Kelas X MIPA MAN 3 Sukabumi)

Model pembelajaran *group investigation* digunakan untuk mengatasi permasalahan mendasar kemampuan berpikir kreatif siswa pada materi perubahan lingkungan. Penelitian ini bertujuan untuk mendeskripsikan perencanaan, menganalisis keterlaksanaan, dan menguji hipotesis penerapan model *group investigation* berbantu multimedia interaktif terhadap kemampuan berpikir kreatif siswa pada materi perubahan lingkungan. Metode penelitian yang digunakan adalah *pre-eksperimen* dengan desain *one group pretest-posttest*. Sampel ditentukan dengan teknik *purposive sampling* sebanyak dua kelas yaitu kelas X IPA-4 dan X IPA-5. Hasil penelitian menunjukkan bahwa validasi RPP 77,24%, LKS 82% dan Multimedia Interaktif 85%. Rata-rata keterlaksanaan aktivitas guru di kelas X MIPA 4 sebesar 87,50% dan X MIPA 5 90%. Sedangkan rata-rata aktivitas siswa di kelas X MIPA 4 79,11% dan X MIPA 5 79,69%. Hasil pengujian hipotesis menggunakan uji t berpasangan pada kelas X MIPA 4 didapatkan t_{hitung} (19,70) > t_{tabel} (2,03) dan pada kelas X MIPA 5 nilai t_{hitung} (19,05) > t_{tabel} (2,04). Kesimpulannya, maka H_0 ditolak dan H_1 diterima artinya terdapat perbedaan yang signifikan antara kemampuan berpikir kreatif siswa pada materi perubahan lingkungan sebelum dan sesudah penerapan model *group investigation* berbantu multimedia interaktif

Kata Kunci: *Group Investigation*, perencanaan, keterlaksanaan model, kemampuan berpikir kreatif

ABSTRACT

Group investigation learning model are used to overcome the fundamental problems of students' creative thinking abilities in environmental change material. This study aims to describe the planning, analyze implementation, and test the hypothesis of the application of of the group investigation model assisted interactive multimedia on students' creative thinking abilities on environmental change material. The research method used was a pre-experimental design with one group pretest-posttest. The sample was determined by purposive sampling techniques in two classes, namely class X IPA-4 and X IPA-5. The results showed that the validation of the RPP 77.24%, 82% LKS and 85% Interactive Multimedia . The average implementation of teacher activities in class X MIPA 4 is 87.50% and X MIPA 5 90%. While the average activity of student in class X MIPA 4 79.11% and X MIPA 5 79.69% . The results of hypothesis testing using paired t test in class X MIPA 4 obtained t count (19.70) > t table (2.03) and in class X MIPA 5 t count (19.05) > t table (2.04). The conclusion is t count > t table, then H_0 is rejected and H_1 is accepted, meaning that there is a significant difference between of students' creative thinking abilities in environmental change material before and after the application of the group investigation models assisted interactive multimedia.

Key word: *Group Investigation, planning, implementation, creative thinking abilities*