

## ABSTRAK

**Hurin Ienin Isngadi :** “Pengaruh Model Pembelajaran *Blended Learning* Berbantu Aplikasi *PlantNet* Terhadap Kemampuan Berpikir Kreatif Pada Materi Tumbuhan”

Terjadinya perkembangan teknologi dan informasi sebagai pengadaan berbagai fasilitas teknologi dalam proses pembelajaran. Adanya pemanfaatan internet memudahkan guru dan peserta didik dalam menelusuri informasi dari berbagai sumber tanpa dibatasi oleh ruang dan waktu. Keterampilan yang perlu dikembangkan dalam kehidupan guna menghadapi dunia pendidikan yang semakin kompetitif yaitu keterampilan berpikir kreatif. Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran *Blended Learning* berbantu aplikasi *PlantNet* terhadap kemampuan berpikir kreatif siswa pada materi tumbuhan. Metode penelitian yang digunakan adalah kuasi eksperimen dengan desain penelitian *pretest-posttest control group design*. Teknik pengambilan sampel yang digunakan adalah *purposive sampling* dengan jumlah sampel sebanyak 64 siswa. Hasil penelitian menunjukkan bahwa kemampuan berpikir kreatif siswa pada kelas eksperimen diperoleh rata-rata nilai *pretest* 59,56 (cukup) dan rata-rata nilai *posttest* 84,06 (kreatif sekali). Sedangkan kemampuan berpikir kreatif siswa pada kelas kontrol diperoleh rata-rata nilai *pretest* 56,03 (cukup) dan rata-rata nilai *posttest* 76,00 (kreatif). Hasil uji prasyarat memperoleh nilai *posttest* kelas eksperimen dan kelas kontrol berdistribusi normal dan tidak memiliki varians yang sama (tidak homogen). Berdasarkan hipotesis dengan uji  $t'$  didapatkan  $t_{hitung} 12,66 > t_{tabel} 2,00$  pada taraf signifikan 5%, maka  $H_1$  diterima. Dengan demikian dapat disimpulkan bahwa terdapat pengaruh terhadap kemampuan berpikir kreatif siswa pada materi tumbuhan dengan menggunakan model pembelajaran *Blended Learning* berbantu aplikasi *PlantNet*.

**Kata kunci :** aplikasi *plantNet*, *blended learning*, kemampuan berpikir kreatif

## **ABSTRACT**

*Hurin Ienin Isngadi: "The Effect of Blended Learning Model Assisted by PlantNet Applications on Creative Thinking Ability in Plant Materials"*

*The development of technology and information as the procurement of various technological facilities in the learning process. The use of the internet makes it easier for teachers and students to browse information from various sources without being limited by space and time. Skills that need to be developed in life to face an increasingly competitive world of education are creative thinking skills. This study aims to analyze the effect of the Blended Learning learning model assisted by the PlantNet application on students' creative thinking skills on plant material. The research method used is a quasi-experimental research design with a pretest-posttest control group design. The sampling technique used was purposive sampling with a total sample of 64 students. The results showed that the students' creative thinking ability in the experimental class obtained an average pretest score of 59.56 (enough) and an average posttest score of 84.06 (very creative). Meanwhile, the students' creative thinking ability in the control class obtained an average pretest score of 56.03 (enough) and an average posttest score of 76.00 (creative). The results of the prerequisite test obtained that the posttest scores for the experimental class and the control class were normally distributed and did not have the same variance (not homogeneous). Based on the hypothesis with the t test, it is found that  $t_{count} 12.66 > t_{table} 2.00$  at a significant level of 5%, then  $H_1$  is accepted. Thus, it can be said that there is an influence on students' creative thinking skills on plant material using the Blended Learning learning model assisted by the PlantNet application.*

*Keywords: blended learning, creative thinking ability, plantNet application*

