

**PENGEMBANGAN PLATFORM *DIGITAL LEARNING SPACES*
DALAM MODEL *PROJECT-BASED LEARNING*
DENGAN PENDEKATAN *SCIENCE, TECHNOLOGY, ENGINEERING AND MATHEMATICS*
UNTUK MENINGKATKAN KEMAMPUAN
BERPIKIR KREATIF MATEMATIS DAN OTONOMI BELAJAR SISWA**

DISERTASI

**Diajukan untuk Memenuhi sebagian Syarat Memperoleh Gelar Doktor
Pendidikan Matematika**



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DAN OTONOMI BELAJAR SISWA**

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ABSTRAK

Ricki Yuliardi (2025). **Pengembangan Platform *Digital Learning Spaces* (DLS) melalui Model *Project-Based Learning* (PjBL) dengan Pendekatan *Science, Technology, Engineering and Mathematics* (STEM) untuk Meningkatkan Kemampuan Berpikir Kreatif Matematis dan Otonomi Belajar Siswa.**

Penelitian ini bertujuan untuk mengembangkan Platform *Digital Learning Spaces* (DLS) dalam model *Project-Based Learning* (PjBL) dengan pendekatan STEM (*Science, Technology, Engineering, and Mathematics*) yang dirancang untuk meningkatkan kemampuan berpikir kreatif matematis dan otonomi belajar siswa. Latar belakang penelitian ini adalah rendahnya kemampuan berpikir kreatif siswa dan kurang berkembangnya otonomi belajar pada tingkat sekolah menengah pertama. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan 4D (*Define, Design, Develop, Disseminate*). Produk yang dihasilkan berupa platform DLS yang terintegrasi *web* dengan fitur unggulan *Personal Learning Environment* (PLE) untuk siswa dan *Personal Teaching Environment* (PTE) untuk guru. Platform ini dirancang agar mendukung pembelajaran yang fleksibel, interaktif, dan adaptif terhadap kebutuhan siswa dan guru. Subjek penelitian yang dilibatkan dalam pengembangan DLS berbasis STEM terdiri dari beberapa tahap uji coba. Pada tahap pertama, dilakukan uji coba skala kecil yang melibatkan 10 siswa SMP dari satu sekolah di Kabupaten Kuningan untuk menguji prototipe awal. Selanjutnya, pada tahap kedua, uji coba diperluas dengan melibatkan 60 siswa dari dua sekolah yang berbeda di Kabupaten Kuningan. Tahap terakhir, yaitu uji lapangan (*field test*), melibatkan 180 siswa dari tiga sekolah berbeda di Kabupaten Kuningan, Jawa Barat. Pengujian validitas dilakukan oleh para ahli, sedangkan uji kepraktisan dan efektivitas dilakukan melalui implementasi terbatas di beberapa sekolah tersebut. Hasil uji validitas menunjukkan bahwa platform ini memenuhi kriteria valid berdasarkan evaluasi ahli. Uji kepraktisan menunjukkan platform DLS praktis digunakan oleh siswa dan guru, sementara uji efektivitas menunjukkan peningkatan signifikan dalam kemampuan berpikir kreatif matematis dan otonomi belajar siswa. Kesimpulannya, Platform *Digital Learning Spaces* melalui model PjBL berbasis STEM ini efektif dalam meningkatkan kemampuan berpikir kreatif matematis dan otonomi belajar siswa. Platform ini direkomendasikan untuk diterapkan lebih luas sebagai inovasi dalam pendidikan STEM di era digital.

Kata Kunci : *Digital Learning Spaces*, STEM, Berpikir Kreatif Matematis, Otonomi Belajar, Riset dan Pengembangan

ABSTRACT

Ricki Yuliardi (2025). **Development of Digital Learning Spaces Platform through PjBL (Project-Based Learning) Model with STEM (Science, Technology, Engineering and Mathematics) Approach to Improve Students' Mathematical Creative Thinking Skills and Learning Autonomy.**

This study aims to develop a Digital Learning Spaces Platform (DLS) in the Project-Based Learning (PjBL) model with a STEM (Science, Technology, Engineering, and Mathematics) approach designed to improve students' mathematical creative thinking skills and learning autonomy. The background of this research is the low creative thinking abilities of students and the lack of development of learning autonomy at junior high school level. This research uses the Research and Development (R&D) method with the 4D development model (Define, Design, Develop, Disseminate). The resulting product is a web-integrated DLS platform with superior Personal Learning Environment (PLE) features for students and Personal Teaching Environment (PTE) for teachers. This platform is designed to support flexible, interactive and adaptive learning to the needs of students and teachers. The research subjects involved in developing STEM-based DLS consisted of several testing stages. In the first stage, a small-scale trial was carried out involving 10 junior high school students from one school in Kuningan Regency to test the initial prototype. Furthermore, in the second stage, the trial was expanded to involve 60 students from two different schools in Kuningan Regency. The final stage, namely the field test, involved 180 students from three different schools in Kuningan Regency, West Java. Validity testing was carried out by experts, while practicality and effectiveness testing was carried out through limited implementation in several schools. The validity test results show that this platform meets valid criteria based on expert evaluation. The practicality test shows that the DLS platform is easy to use by students and teachers, while the effectiveness test shows a significant increase in students' mathematical creative thinking abilities and learning autonomy. In conclusion, the Digital Learning Spaces Platform through PjBL (Project-Based Learning) Model with STEM is effective in improving the quality of learning. This platform is recommended for wider application as an innovation in STEM education in the digital era.

Keywords: Digital Learning Spaces, STEM, Mathematical Creativity, Learning Autonomy, Research and Development Model

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