

TABLE OF CONTENTS

DECLARATION.....	i ii
ABSTRACT.....	iii
PREFACE.....	iv
ACKNOWLEDGEMENT.....	vii
TABLE OF CONTENT.....	viii
LIST OF TABLE.....	x
LIST OF FIGURES.....	xii
LIST OF APPENDIX	
CHAPTER I INTRODUCTION	
A. Background.....	1
B. Research Problem.....	3
C. Research Objective.....	4
D. Limitation of Research.....	4
E. Significant of Research.....	5
F. Structure of Research Paper.....	6
CHAPTER II LITERATURE RIVIEW	
A. Role playing with Scenario Design.....	7
B. Creative Skills.....	11
C. Student Achievement.....	14
D. Symbiosis Concept.....	19
E. Hypothesis.....	21
CHAPTER III METHODOLOGY	
A. Location, Population, and Sample of Study.....	22
B. Research Method and Design.....	23
C. Operational Definition.....	25
D. Research Instrument.....	26
E. Research Procedure.....	31
F. Data Collecting.....	37
G. Research Schedule.....	38
H. Research Analysis.....	39
CHAPTER IV RESULTS AND DISCUSSION	
A. Results of Implementation RolePlaying with Scenario Design Learning Process.....	43
B. Result of Creative Skills.....	49
C. Result of Students' Achievement.....	72
D. Result of Students' Response.....	81
E. Discussions.....	95
CHAPTER V CONCLUSION AND RECOMMENDATION	
A. Conclusions.....	103
B. Recomendations.....	104
REFERENCES.....	105
APPENDICES.....	108
AUTHOR BIOGRAPHY.....	265

Tita Yartini, 2014

THE IMPACT OF ROLE PLAYING WITH SCENARIO DESIGN ON CREATIVE SKILLS AND STUDENT'S ACHIEVEMENT IN SYMBIOSIS CONCEPT

Universitas Pendidikan Indonesia | repository.upi.edu | perpustakaan.upi.edu

LIST OF TABLE

Table 2.1	Categories of Role Playing.....	8
Table 2.2	Component of Scenario Based Design.....	11
Table 2.3	Affective as A Process of Creative Skills.....	13
Table 2.4	Cognitive Aspect as A Product of Creativity.....	14
Table 3.1	Blueprint of Pretest – Posttest Question Objective Test.....	27
Table 3.2	Blueprint Rubric of Performance.....	28
Table 3.3	Blueprint Rubric of Scenario Design Product.....	30
Table 3.4	Blueprint of Questionnaire.....	31
Table 3.5	Classification of Difficulty Level.....	34
Table 3.6	Summary of Difficulty of Level.....	34
Table 3.7	Classification of Discriminating Power.....	35
Table 3.8	Summary of of Discriminating Power.....	36
Table 3.9	Research Schedule Implementation.....	38
Table 3.10	Categories of Average Normalized Gain.....	40
Table 3.11	Categories of Creative Skills.....	41
Table 3.12	Students' Response of Scoring Guideline.....	42
Table 4.1	Summary of Creative Skills in Process.....	49
Table 4.2	Result of Dare to Take Risk Criterian in Teacher Direction.....	51
Table 4.3	Result of Dare to Take Risk Criteria in Scenario Design.....	51
Table 4.4	Result of Dare to Take Risk Criteria in Role Playing Practice.....	52
Table 4.5	Result of Dare to Take Risk Criteria in Role Playing Show.....	53
Table 4.6	Result of Feel the Challenge Criteria in Teacher Direction.....	54
Table 4.7	Result of Feel the Challenge Criteria in Scenario Design.....	54
Table 4.8	Result of Feel the Challenge in Role Playing Practice.....	55
Table 4.9	Result of Feel the Challenge Criteria in Role Playing Show.....	56
Table 4.10	Result of Curiosity Criteria in Teacher Direction.....	56
Table 4.11	Result of Curiosity in Scenario Design.....	57
Table 4.12	Result of Curiosity in Role Playing Practice.....	57
Table 4.13	Result of Curiosity in Role Playing Show.....	58
Table 4.14	Result of Imagination in Teacher Direction	59
Table 4.15	Result of Imagination in Scenario Design	59
Table 4.16	Result of Imagination in Role Playing Practice.....	60
Table 4.17	Result of Imagination in Role Playing Show.....	61
Table 4.18	Summary of Creative Skill Product.....	61
Table 4.19	Product of Scenario Design.....	63
Table 4.20	Summary of pretest and posttest of students' achievement.....	73
Table 4.21	Summary of Cognitive Aspect in the Concept of Symbiosis	74
Table 4.22	Summary N-Gain value.....	75
Table 4.23	Summary of Psychomotor Students' Achievement.....	80
Table 4.24	Summary of Students' Response Who Involve in Treatment.....	82

Table 4.25	Audiences' Responses toward Role Playing Performance Group....	83
Table 4.26	Audiences Responses toward Actor in Performance.....	84
Table 4.27	Audiences Responses toward Story Plot.....	85
Table 4.28	Audiences Responses toward Music.....	86
Table 4.29	Audiences Responses toward Body Languange.....	88
Table 4.30	Audiences Responses toward Expression.....	89
Table 4.31	Audiences Responses toward Voice, Intonation, Articulation.....	90
Table 4.32	Audiences Responses toward Costume.....	91
Table 4.33	Audiences Responses toward Properties in Performance.....	92
Table 4.34	Audiences Responses toward Science Content.....	93
Table 4.35	Summary of Student Response toward Role Playing Show.....	94

LIST OF FIGURE

Figure 2.1	Creativity Scope	12
Figure 2.2	Bloom's Taxonomy Revised.....	15
Figure 3.1	Design Illustration of One Group Pretest-Posttest.....	23
Figure 3.2	Research Plot.....	24
Figure 3.3	Result of Reliability Test for Multiple Choice Questions.....	33
Figure 3.4	Result of Reliability Test for Essay Questions.....	33
Figure 4.1	Classroom Layouts in 1 st Meeting During Lecturing.....	43
Figure 4.2	Classroom Layouts in 1 st Meeting During Discussion.....	44
Figure 4.3	Classroom Layouts in 2 nd Meeting Scenario Design.....	44
Figure 4.4	Classroom Layouts in 3 rd Meeting Scenario Design Product.....	45
Figure 4.5	Classroom Layouts in 4 th Meeting Role Playing Practice.....	45
Figure 4.6	Classroom Layouts in 5 th Meeting Role Playing Show.....	46
Figure 4.7	Implementation Material in the class.....	47
Figure 4.8	Implementation of Scenario Design.....	47
Figure 4.9	Implementation of Role Playing Practice.....	48
Figure 4.10	Implementation Role Playing Performance.....	48
Figure 4.11	Comparation Creative Skills in Process.....	50
Figure 4.12	Comparation of Creative Skills Product.....	63
Figure 4.13	Product of Scenario Design from Mutualism Group Part 1.....	64
Figure 4.14	Product of Scenario Design from Mutualism Group Part 2.....	65
Figure 4.15	Product of Scenario Design from Mutualism Group Part 3.....	66
Figure 4.16	Product of Scenario Design from Mutualism Group Part 4.....	67
Figure 4.17	Product of Scenario Design from Mutualism Group Part 5.....	68
Figure 4.18	Product of Scenario Design from Parasitism Group Part 1.....	69
Figure 4.19	Product of Scenario Design from Parasitism Group Part 2.....	69
Figure 4.20	Product of Scenario Design from Parasitism Group Part 3.....	70
Figure 4.21	Product of Scenario Design from Parasitism Group Part 4.....	70
Figure 4.22	Product of Scenario Design Commensalism Group Part 1.....	71
Figure 4.23	Product of Scenario Design Commensalism Group Part 2.....	71
Figure 4.24	Product of Scenario Design Commensalism Group Part 3.....	72
Figure 4.25	Comparation of pretest-posttest in students' achievement.....	73
Figure 4.26	Comparation of Cognitive Aspect in Symbiosis Concept.....	75
Figure 4.27	Result of Receiving in Teaching Learning Process.....	77
Figure 4.28	Result of Responding in Teaching Lerning Procces.....	78
Figure 4.29	Result of Valuing in Teaching Learning Procces.....	78
Figure 4.30	Result of Organization in Teaching Learning Procces.....	79
Figure 4.31	Result of Characterization in Teaching Learning Procces.....	80
Figure 4.32	Student Responses for Students who involve in Treatment.....	82
Figure 4.33	Percentages of Audiences' Responses toward Role Playing	

	Performance Group.....	84
Figure 4.34	Percentages of Audiences' Responses toward Actor in Performance.....	85
Figure 4.35	Percentages of Audiences' Responses toward Story Plot.....	86
Figure 4.36	Percentages of Audiences' Responses toward Music during	
	Performance.....	87
Figure 4.37	Percentages of Audiences' Responses toward Body Language.....	88
Figure 4.38	Percentages of Audiences' Responses toward Expression.....	89
Figure 4.39	Percentages of Audiences' Responses toward Voice, Intonation, Articulation.....	90
Figure 4.40	Percentages of Audiences' Responses toward Costume.....	91
Figure 4.41	Percentages of Audiences' Responses toward Properties during Performance.....	92
Figure 4.42	Percentages of Audiences' Responses toward Science Content.....	93

LIST OF APPENDICES

A	LESSON PLAN	
1.	Lesson Plan 1 st Meeting.....	110
2.	Lesson Plan 2 nd Meeting.....	115
3.	Lesson Plan 3 th Meeting.....	120
B	WORKSHEET.....	124
C	OBSERVATION SHEET	
1.	Observation Sheet Teaching Learning Process.....	137
2.	Observation Sheet Students' Learning Activities.....	141
3.	Observation Sheet Teacher Performance.....	143
D	OBJECTIVE TEST	
1.	Pretest Questions.....	144
2.	Posttest Questions.....	151
E	RUBRIC	
1.	Rubric of Creative Skills in Process.....	166
a.	Summary of Creative Skills in Process.....	170
b.	Result Data of Creative Skills in Process.....	171
2.	Rubric of Creative Skills in Product.....	172
a.	Summary of Creative Skills in Product.....	174
b.	Result of Creative Skills in Product.....	175
F	QUESTIONNARE	
1.	Questionnaire for Students' in Role Playing with Scenario Design.....	176
2.	Summary of Questionnaire for Student's in Role Playing with Scenario Design.....	182
a.	Data Result of Questionnaire for Student for Criteria 1.....	184
b.	Data Result of Questionnaire for Student for Criteria 2.....	185
c.	Data Result of Questionnaire for Student for Criteria 3.....	186
d.	Data Result of Questionnaire for Student for Criteria 4.....	187
3.	Questionnaire for Audiences.....	188
4.	Summary of Questionnaire for Audience.....	190
a.	Data Result of Questionnaire for Audience Criteria 1.....	193
b.	Data Result of Questionnaire for Audience Criteria 2.....	196
c.	Data Result of Questionnaire for Audience Criteria 3.....	200
d.	Data Result of Questionnaire for Audience Criteria 4.....	202
e.	Data Result of Questionnaire for Audience Criteria 5.....	204
f.	Data Result of Questionnaire for Audience Criteria 6.....	206
g.	Data Result of Questionnaire for Audience Criteria 7.....	208
h.	Data Result of Questionnaire for Audience Criteria 8.....	210
i.	Data Result of Questionnaire for Audience Criteria 9.....	212

j.	Data Result of Questionnaire for Audience Criteria 10.....	214
G	INSTRUMENT ANALYSIS	
1.	Data Result Pretest.....	216
2.	Data Result Posttest.....	217
3.	Data Result N – Gain.....	218
4.	Sumarry of Instrument Analysis Objective Test.....	219

H	STATISTICAL ANALYSIS.....	221
I	VIDEO TRANSCRIPT.....	224
J	MEDIA PRESENTATION.....	247
K	STUDENT BIODATA.....	249
L	DOCUMENTATION	
	1. Student Name Card.....	250
	2. Properties in Symbiosis.....	251
	3. Scenario Design Product.....	254
	4. Properties Product.....	257
	5. Layout Class Management.....	258
	6. Implementing LearningMaterial.....	259
	7. Implementing Scenario Design.....	260
	8. Implementing Role Playing Practice.....	261
	9. Implementing Role Playing Performance.....	262
M	RESEARCH ADMINISTRATION.....	263