

**PENERAPAN PEMBELAJARAN INQUIRI BERBANTU MULTIMEDIA
INTERAKTIF UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN
MASALAH PADA SISWA SMK**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui bagaimana penerapan dari Pembelajaran *inquiri* dalam pembelajaran pemograman dasar, peningkatan kemampuan pemecahan masalah siswa dan juga respon siswa dengan adanya penerapan *inquiri* berbantu multimedia interaktif pada pembelajaran pemograman dasar dikelas. Objek pada penelitian ini adalah siswa kelas X RPL SMK BPI Bandung. Pada data hasil penelitian, peneliti dapat menyimpulkan terdapat perbedaan peningkatan kemampuan pemecahan masalah siswa antar siswa kelompok atas, tengah dan bawah pada data postes. Peningkatan yang terjadi pada data postes merupakan peningkatan yang signifikan, hal ini dibuktikan dengan hasil uji lanjut Tukey-Kramer. Siswa pada kelompok atas memiliki peningkatan yang lebih tinggi dibanding dengan kelompok bawah dan tengah. Nilai peningkatan dapat dilihat dari nilai gain yang diperoleh oleh masing-masing kelompok. Gain kelas atas yang lebih tinggi dipengaruhi oleh tingkat ketertarikan siswa terhadap komponen pembelajaran. Secara umum siswa memberikan respon yang baik pada penerapan pembelajaran *inquiri* berbantu multimedia interaktif. Hal ini dapat peneliti simpulkan dari perhitungan hasil angket yang diberikan setelah penelitian dan posttest dilakukan oleh peneliti.

Kata Kunci : *inquiri*, Multimedia, Kemampuan Pemecahan Masalah, SMK.

IMPLEMENTATION OF INTERACTIVE MULTIMEDIA BASED PROBLEM BASED LEARNING METODE WITH THE INQUIRY APPROACH TO IMPROVE PROBLEM SOLVING ABILITY

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ABSTRACT

This study aims to determine how implementation of Learning Problem Based Learning with the inquiry approach to learning basic programming, increase problem solving ability of students and also students' responses to the application of interactive multimedia based Problem Based Learning methode learning on basic programming class. Objects in this study were students of class X RPL SMK BPI Bandung. In the research data, researchers can conclude there is a difference of increase students' problem solving ability among student of top, middle and bottom groups of the posttest data. Improvement occurring in the data posttest is significant improvement, this is evidenced by the results of the Tukey-Kramer test. Students in the top group had a higher increase than the lower and middle groups. The increase of value can be seen from the value of the gain obtained by each group. Higher Gain of top class is influenced by the level of student interest toward the learning component. In general, students respond well to the implementation of problem based learning approach to inquiry-based learning with interactive multimedia. Researcher can concluded it from the calculation results of questionnaires given after research and posttest conducted by researchers.

Keywords: *Problem based learning, Inquiry, Problem Solving Ability, Multimedia*

***THE IMPLEMENTATION MULTIMEDIA ASSISTED OF INQUIRY
LEARNING TO IMPROVE HIGH SCHOOL STUDENT'S PROBLEM
SOLVING ABILITY***

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ABSTRACT

This study aims to determine how the implementation of inquiry in learning basic programming, the improvement of problem-solving ability of students and student's responses to the application of interactive multimedia assisted Inquiry Learning on basic programming class. Objects in this study are the students of 10th grade in RPL SMK BPI Bandung. In research data results, the researcher can conclude that there are differences of increasing student's problem solving ability among students of upper, middle and lower groups of the posttest data. The improvement that occurs to the posttest data is a significant improvement; it is proved by the further test results of the Tukey-Kramer. Students of upper group have a higher improvement than the lower and middle groups. The improvement values can be seen from achievement values obtained by each groups. The achievement of upper class is influenced by the level of student's interest toward the learning components. Generally, the students give good responses to the implementation of assisted interactive multimedia Inquiry Learning. The researcher can conclude it from the results calculation of questionnaires given after research and posttest conducted by researcher.

Keywords: *Inquiry, Problem Solving Ability, Multimedia, high school.*