

ABSTRAK

Andriani (1306513). Penerapan Model Pembelajaran *Creative Problem Solving* berbantuan Aplikasi *Mindmup Cloud* untuk Meningkatkan Keterampilan Berpikir Kreatif Siswa (Kuasi Eksperimen pada Mata Pelajaran Prakarya Kelas VII SMPN 12 Bandung).

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Penerapan Model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* merupakan serangkaian pembelajaran untuk memecahkan masalah secara kreatif dengan bantuan aplikasi *Mindmup Cloud* dalam memetakan konsep materi. Secara umum tujuan dari penelitian ini adalah untuk mengetahui peningkatan keterampilan berpikir kreatif siswa antara sebelum dan setelah penerapan model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* pada mata pelajaran Prakarya kelas VII di SMPN 12 Bandung. Rumusan masalah umum penelitian ini yaitu “Bagaimana peningkatan keterampilan berpikir kreatif siswa sebelum dan setelah penerapan model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* pada mata pelajaran Prakarya kelas VII di SMPN 12 Bandung?”. Sedangkan secara khusus yaitu: “Apakah terdapat peningkatan keterampilan berpikir kreatif siswa pada aspek *Fluency*, aspek *Flexibility*, aspek *originality*, dan aspek *elaboration* antara sebelum dan setelah diterapkan model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* pada mata pelajaran Prakarya kelas VII di SMPN 12 Bandung?”. Penelitian ini menggunakan metode kuasi eksperimen dengan desain *one group time series design*. Instrumen yang digunakan adalah tes uraian. Hasil data yang diperoleh dari penelitian yang telah dilakukan secara umum bahwa penerapan model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* dapat meningkatkan keterampilan berpikir kreatif siswa pada mata pelajaran prakarya kelas VII di SMPN 12 Bandung. Hal tersebut dapat dilihat dari adanya peningkatan tes keterampilan berpikir kreatif siswa yang signifikan antara sebelum diterapkan model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* melalui *pre-test* dan setelah diterapkan model pembelajaran *Creative Problem Solving* berbantuan aplikasi *Mindmup Cloud* melalui *post-test*.

Kata Kunci : Model Pembelajaran *Creative Problem Solving*, Aplikasi *Mindmup Cloud*, Keterampilan Berpikir Kreatif, Mata Pelajaran Prakarya, Teknologi Pendidikan

ABSTRACT

Andriani (1306513). The Implementation of Creative Problem Solving Learning Model with Mindmup Cloud Application towards the Improvement of Students' Creative Thinking Skill (Quasi-Experiments Design towards Seventh Grader in SMPN 12 Bandung on Prakarya Subject).

Thesis Department of Curriculum and Educational Technology, Faculty of Education, Indonesia University of Education. Year 2017.

The Implementation of Creative Problem Solving learning model assisted by Mindmup Cloud application is a series of learning to solve problems creatively with the help of Mindmup Cloud application in mapping the concept of material. Generally, the purpose of this research is to determine the improvement of students' creative thinking skills before and after the implementation of Creative Problem Solving learning model with Mindmup Cloud application towards Seventh Grader in SMPN 12 Bandung on Prakarya Subject. The general problem of this research is "How to improve of students' creative thinking skill before and after implementation of Creative Problem Solving learning model with Mindmup Cloud application towards Seventh Grader in SMPN 12 Bandung on Prakarya Subject?". Specifically: "Are there improvements in students' creative thinking skills on the Fluency aspect, Flexibility aspect, originality aspect, and elaboration aspects before and after implementation Creative Problem Solving learning model with Mindmup Cloud application application towards Seventh Grader in SMPN 12 Bandung on Prakarya Subject?". This research uses quasi experimental design with method of one group time series design. Essay test is used as an instrument in this research. Results of data obtained from the research that has been done in general that the implementation of Creative Problem Solving learning model with Mindmup Cloud application can improve students' creative thinking skills towards Seventh Grader in SMPN 12 Bandung on Prakarya Subject. This can be seen by a significant increase of students' creative thinking skill test between before implementation Creative Problem Solving learning model with Mindmup Cloud application through pre-test and after implementation Creative Problem Solving learning model with Mindmup Cloud application through post-test.

Keywords: Creative Problem Solving Learning Model, Mindmup Cloud Application, Creative Thinking Skills, Prakarya Subjects, Educational Technology

Andriani, 2017

PENERAPAN MODEL PEMBELAJARAN CREATIVE PROBLEM SOLVING BERBANTUAN APLIKASI MINDMUP CLOUD UNTUK MENINGKATKAN KETERAMPILAN BERBAGAI KREATIF SISWA
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