

**PENERAPAN MODEL *CREATIVE PROBLEM SOLVING* (CPS)
BERBANTUAN MULTIMEDIA PEMBELAJARAN *LOOPING* DENGAN
MEMANFAATKAN PENILAIAN KODE OTOMATIS UNTUK
MENINGKATKAN PEMAHAMAN KONSEP**

Oleh

Adelia Suhada Lubis
1307226

ABSTRAK

Abstrak - Beberapa penelitian yang menggunakan model *Creative Problem Solving* (cps) cukup memberikan pengaruh pada siswa dalam segi pemahaman dan hasil belajar, namun, pada proses belajar masih mengalami kekurangan yaitu siswa kurang antusias terhadap apa yang disajikan pada saat kegiatan belajar mengajar berlangsung. Penelitian ini bertujuan untuk mengembangkan multimedia interaktif yang di dalamnya terdapat beberapa fase pada model *Creative Problem Solving* (cps) sebagai alat bantu pembelajaran pada mata pelajaran Pemrograman Dasar. Metode yang digunakan menggunakan pendekatan kuantitatif dengan desain penelitian *control group design*. Penelitian ini dilaksanakan di SMK Daarut Tauhiid *Boarding School* Bandung. Untuk melihat pengaruh peningkatan pemahaman maka digunakan instrumen tes berupa *pretest* dan *posttest*, sedangkan untuk melihat kelayakan multimedia digunakanlah kuisisioner yang mengadaptasi berdasarkan *Learning Object Review Instrument* (LORI) terhadap ahli media, ahli materi, serta siswa sebagai partisipan. Dari Hasil penelitian ini diketahui bahwa: penilaian multimedia ini mendapatkan dalam kategori sangat baik dan sangat layak untuk digunakan berdasarkan uji validasi ahli media dan validasi ahli materi juga dalam kategori sangat baik serta siswa selaku pengguna multimedia memberikan respon tanggapan sangat baik terhadap multimedia.

Kata Kunci: Model *Creative Problem Solving* (CPS), Multimedia Pembelajaran, Pemahaman Konsep.

**IMPLEMENTATION OF CREATIVE PROBLEM SOLVING MODEL (CPS)
ASSISTED MULTIMEDIA LOOPING LEARNING BY USING AUTOMATIC
CODE ASSESSMENT TO INCREASE UNDERSTANDING CONCEPT**

By

Adelia Suhada Lubis
1307226

ABSTRACT

Abstract - Some research using model Creative Problem Solving (cps) provide enough influence on students in terms of understanding and the results of the study, however, in the learning process is still undergoing a shortage i.e. students less enthusiastic toward what is presented at the time of teaching and learning activities taking place. This research aims to develop interactive multimedia in which there are several phases of the model Creative Problem Solving (cps) as learning tools on subjects of Basic Programming. The methods used to use the quantitative approach to the design of studies control group design. This research was carried out in SMK Daarut Tauhiid Boarding School Bandung. To see the influence of cognitive enhancement then used the test instrument in the form of pretest and posttest to see the feasibility of adapting the questionnaire the unambiguous multimedia based Learning Object Review Instrument (LORI) against the media expert, expert content, as well as students as participants. From the results of this research note that: this multimedia valuation get in the category of very good and worthy to be used based on the validation of test validation and media expert expert material also in the category as well as students as multimedia user response response very well to multimedia.

Keyword: Creative Problem Solving (CPS) Model, learning multimedia, Concept Understanding.