

**MODEL SCAMPER UNTUK MENGATASI HAMBATAN BERPIKIR
KREATIF GURU BIMBINGAN DAN KONSELING/KONSELOR**

DISERTASI

Diajukan untuk Memenuhi Sebagian dari Syarat Memperoleh
Gelar Doktor dalam Bidang Bimbingan dan Konseling



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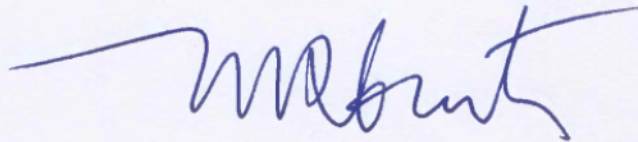
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FAKULTAS ILMU PENDIDIKAN
UNIVERSITAS PENDIDIKAN INDONESIA
2022**

**MODEL SCAMPER UNTUK MENGATASI HAMBATAN BERPIKIR
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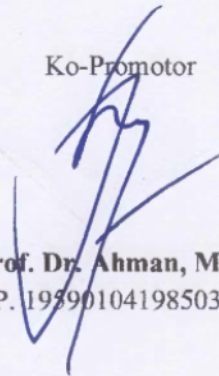
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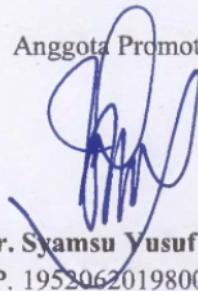
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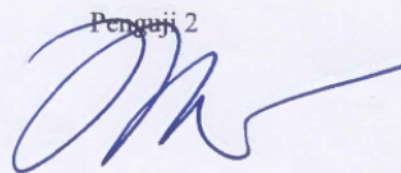
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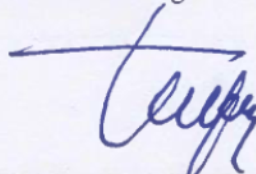
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PERNYATAAN

Dengan ini saya menyatakan bahwa disertasi dengan judul Model SCAMPER Untuk Mengembangkan Kreativitas Guru Bimbingan Dan Konseling/Konselor Sekolah ini beserta seluruh isinya adalah benar-benar karya saya sendiri, dan saya tidak melakukan penjiplakan atau pengutipan dengan cara-cara yang tidak sesuai dengan etika keilmuan yang berlaku dalam masyarakat keilmuan. Atas pernyataan ini, saya siap menanggung risiko/sanksi yang dijatuhkan kepada saya apabila kemudian ditemukan adanya pelanggaran terhadap etika keilmuan dalam karya saya ini, atau ada gugatan dari pihak lain terhadap keaslian karya saya ini.



Bandung, 23 Januari 2022
Yang membuat pernyataan,

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KATA PENGANTAR

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Penelitian ini mengkaji dan mendeskripsikan tentang Model SCAMPER Untuk Mengatasi Hambatan Berpikir Kreatif Guru Bimbingan dan Konseling/Konselor. Tujuan utama penelitian ini adalah menghasilkan sebuah model SCAMPER sebagai teknik untuk mengatasi hambatan berpikir kreatif Guru Bimbingan dan Konseling/Konselor. Model SCAMPER secara operasional didefinisikan sebagai panduan sistematis untuk melatih kemampuan berpikir kreatif, yang dapat digunakan oleh guru bimbingan dan konseling/konselor untuk membantu mengatasi hambatan berpikir kreatif. Istilah SCAMPER merupakan akronim yang dirancang untuk mengarahkan eksplorasi kreatif. Setiap huruf dari kata SCAMPER adalah akronim dari Substitute, Combine, Adapt, Modify, Put to other uses, Eliminate, dan Rearrange/Reverse. Setiap istilah pada huruf-huruf ini sekaligus sebagai tahapan untuk mendorong pemikiran dan tindakan kreatif.

Model SCAMPER yang dikembangkan pada penelitian ini merupakan hasil modifikasi dari model scamper yang asli. Secara substansi dirancang khusus untuk digunakan oleh guru bimbingan dan konseling/konselor. Kreativitas guru bimbingan dan konseling/konselor didefinisikan sebagai kemampuan imajinatif guru bimbingan dan konseling/konselor dalam aspek *thinking* dan *feeling*. Kemampuan berpikir (*thinking*) yang memiliki fluensi tinggi (banyak ide), fleksibel (ide-ide yang dapat beradaptasi), dan elaborasi (kemampuan untuk menambahkan rincian pada ide-ide). Sedangkan kemampuan rasa/perasaan (*feeling*) yakni kemampuan untuk mengembangkan rasa ingin tahu, kemauan untuk mengambil risiko, dan intuisi.

Penelitian ini merujuk pada pemikiran bahwa pentingnya kreativitas pada guru bimbingan dan konseling/konselor. Dalam menjalankan tugas pelayanan bimbingan dan konseling sangat diperlukan adanya kreativitas. Guru bimbingan dan konseling/konselor yang kreatif akan memberi dampak positif pada layanan bimbingan dan konseling yang dilakukan. Dalam mendukung kondisi semacam ini maka dipandang perlu untuk mengatasi hambatan-hambatan berpikir kreatif pada guru bimbingan dan konseling/konselor. Model SCAMPER yang dikembangkan pada penelitian ini ditawarkan oleh peneliti sebagai salah satu alat untuk mengatasi hambatan berpikir kreatif pada guru bimbingan dan konseling/konselor.

Demikian kontribusi yang dapat diberikan dari penelitian ini, Semoga hasil penelitian ini dapat membawa manfaat bagi banyak pihak khususnya penulis dan para praktisi bimbingan dan konseling serta umumnya para pembaca. Aamiin.

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Bandung, 23 Januari 2022



Eko Susanto

MOTTO

“Kreativitas bukan segalanya, Tapi segalanya butuh Kreativitas”

KATA MUTIARA

“Kreativitas berimplikasi pada kesehatan mental konselor”

“Solusi dari seorang konselor adalah manifestasi dari kreativitas”

ABSTRAK

Eko Susanto (2022). Model Scamper Untuk Mengatasi Hambatan Berpikir Kreatif Guru Bimbingan dan Konseling/Konselor.

Tujuan penelitian ini untuk menghasilkan Model SCAMPER untuk mengatasi hambatan berpikir kreatif Guru Bimbingan dan Konseling/Konselor. Model SCAMPER dihasilkan dengan cara melakukan modifikasi dari model Scamper yang sudah ada sebelumnya. Model SCAMPER secara operasional didefinisikan sebagai panduan sistematis untuk melatih kemampuan berpikir kreatif, yang dapat digunakan oleh guru bimbingan dan konseling/konselor untuk membantu mengatasi hambatan berpikir kreatif. Kreativitas guru bimbingan dan konseling/konselor didefinisikan sebagai kemampuan imajinatif guru bimbingan dan konseling/konselor dalam aspek *thinking* dan *feeling*. Aspek *thinking* seperti fluensi tinggi (banyak ide), fleksibel (ide-ide yang dapat beradaptasi), dan elaborasi (kemampuan untuk menambahkan rincian pada ide-ide). Aspek *feeling* yakni kemampuan untuk mengembangkan rasa ingin tahu, kemauan untuk mengambil risiko, dan intuisi. Metode penelitian yang digunakan diantaranya adalah survei, *systematic review*, deskriptif dan quasi experiment. Penelitian dilakukan dalam tiga tahapan sebagai berikut: (1) Tahap pertama, studi pedahuluan dengan melakukan studi pustaka, untuk menemukan gap dan alasan empiris dari penelitian yang dilakukan, dan bersamaan dengan itu dilakukan kegiatan survei lapangan. *Systematic review* dilakukan untuk menjangkau data terkait studi terdahulu untuk mendapatkan gambaran terkait model SCAMPER, dilanjutkan dengan membuat draf model SCAMPER. (2) Tahap kedua, perancangan model lebih lanjut berdasarkan pada semua sumber yang diperoleh, dilakukan proses perancangan model SCAMPER secara lebih rinci. Kemudian dilanjutkan dengan validasi ahli untuk menilai validitas konten dari model SCAMPER hasil modifikasi. (3) Tahap ketiga, ujicoba Model SCAMPER, kegiatan ujicoba model dengan melakukan eksperimen semu. Partisipan yang dilibatkan dalam penelitian ini adalah guru bimbingan dan konseling/konselor dan dosen prodi bimbingan dan konseling. Hasil penelitian menunjukkan bahwa model SCAMPER yang dikembangkan teruji layak dan efektif untuk mengatasi hambatan berpikir kreatif Guru Bimbingan dan Konseling/Konselor.

Kata Kunci: model scamper; kreativitas; guru bimbingan dan konseling/konselor; *thinking* dan *feeling*

ABSTRACT

Eko Susanto (2022). Scamper Model to Overcome Creative Thinking Barrier of School Counselors.

This study aimed to produce a SCAMPER model to overcome the barriers to the creative thinking of school counselors. The SCAMPER model is generated by modifying the existing Scamper model. The SCAMPER model is operationally defined as a systematic guide to practicing creative thinking skills, which can be used by school counselors to help overcome creative thinking barriers. The creativity of the school counselors is defined as the imaginative ability of the school counselors in thinking and feeling. Aspects of thinking such as high fluency (lots of ideas), flexibility (adaptable ideas), and elaboration (ability to add details to ideas). The feeling is the ability to develop curiosity, willingness to take risks, and intuition. The research methods used include survey, systematic review, descriptive and quasi-experimental. The research was carried out in three stages: (1) The first stage is a preliminary study by conducting a literature study to find gaps and empirical reasons for the research carried out, and at the same time conducting a field survey. A systematic review was conducted to collect data related to previous studies to get an overview of the SCAMPER model, followed by drafting the SCAMPER model. (2) The second stage, the other model design, is based on all sources obtained, and the process of designing the SCAMPER model is carried out in more detail. Then proceed with expert validation to assess the validity of the content of the modified SCAMPER model. (3) The third stage, testing the SCAMPER Model, model testing activities by conducting quasi-experiments. The participants in this study were school counselors and lecturers of the guidance and counseling study program. The results showed that the developed SCAMPER model was tested feasible and effective in overcoming the creative thinking barriers of school counselors.

Keywords: scamper model; creativity; school counselors; thinking and feeling

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