

ABSTRAK

Adi Ambhara Sanuaka, I Wayan (2022), *Meta Analisis Pengaruh Model Problem Based E-Learning Terhadap Kemampuan Berpikir Kritis.*

Tesis ini sudah disetujui dan diperiksa oleh Pembimbing I : Dr. I Wayan Sukra Warpala, S.Pd., M.Sc dan Pembimbing II : Dr. I Made Tegeh, S.Pd., M.Pd.

Penelitian ini bertujuan mendeskripsikan karakteristik model problem based e-learning serta mendeskripsikan pengaruh problem based e-learning terhadap kemampuan berpikir kritis. Populasi penelitian ini terdiri dari artikel dalam jurnal yang diterbitkan antara 2019 dan 2021 secara nasional dan internasional terkait dengan pengaruh pembelajaran online berbasis masalah dan kemampuan berpikir kritis sebanyak 45 artikel. Sampel penelitian ini menggunakan 22 artikel yang memenuhi kriteria inklusi. Penelitian ini dirancang dengan desain studi review menggunakan metode meta-analisis (systematic quantitative reviews). Data penelitian ini dikumpulkan dengan menggunakan lembar pencatatan dokumen. Data dianalisis dengan teknik effect size. Hasil penelitian menunjukkan bahwa: (1) e-learning berbasis masalah dapat dikatakan penggunaan metode blended learning dan model pembelajaran berbasis masalah berbantuan e-learning, baik itu media online seperti Edmodo, LMS Google Classroom, dan sebagainya, untuk mencapai tujuan belajar. (2) model problem based e-learning secara positif berpengaruh terhadap kemampuan berpikir kritis secara keseluruhan dengan rata-rata effect size 49% (Efek Besar). (3) Memiliki pengaruh positif di seluruh jenjang pendidikan dengan rata-rata effect size 37% (Sekolah Dasar), 46% (Sekolah Menengah Pertama), 49% (Sekolah Menengah Atas), 61% (Perguruan Tinggi). (4) Bepengaruh positif pada pada bidang studi Fisika, Kimia, Biologi, IPA, Kewirausahaan, Program Pedidikan Guru memiliki nilai effect size diatas 25%, dan Matematika, dan Pendidikan Jasmani Olahraga dan Kesehatan memiliki effect size pada rentangan 9% sampai 25%. Berdasarkan temuan tersebut, dapat disimpulkan bahwa e-learning berbasis masalah berpengaruh positif terhadap keterampilan berpikir kritis secara keseluruhan dalam artikel yang dipelajari di berbagai jenjang pendidikan di bidang studi.

Kata kunci: *problem based learning, e-learning, kemampuan berpikir kritis, effect size*

This study aims to describe the characteristics of the problem-based e-learning model and to describe the effect of problem-based e-learning on critical thinking skills. The population of this study consists of articles in journals published between 2019 and 2021 nationally and internationally related to the effects of problem-based online learning and critical thinking skills as many as 45 articles. The sample of this study used 22 articles that met the inclusion criteria. This study was designed with a review design using the meta-analysis method (systematic quantitative review). The research data were collected using a document recording sheet. The data were analyzed using the effect size technique. The results show that: (1) problem-based e-learning can be said to use blended learning methods and problem-based learning models assisted by e-learning, be it online media such as Edmodo, LMS Google Classroom, and so on, to achieve learning objectives. (2) problem-based e-learning model has a positive effect on overall critical thinking skills with an average effect size of 49% (Large Effect). (3) Has a positive influence at all levels of education with an average effect size of 37% (Elementary School), 46% (Junior High School), 49% (High School), 61% (University). (4) Positive influence on the fields of study in Physics, Chemistry, Biology, Science, Entrepreneurship, Teacher Education Programs have an effect size value above 25%, and Mathematics, and Physical Education, Sports and Health have an effect size in the range of 9% to 25%. Based on these findings, it can be said that problem-based e-learning has a positive effect on overall critical thinking skills in articles studied at various levels of education in the field of study.

Keywords: *problem based learning, e-learning, critical thinking skills, effect size*