

## ABSTRAK

Saptayana, I Komang Aditya. 2023. Pengaruh Model *Project Based Blended Learning* Berbantuan Quizizz terhadap Kemampuan Pemecahan Masalah dan Prestasi Belajar Matematika Siswa Kelas XI SMK. Tesis, Teknologi Pendidikan, Program Pascasarjana, Universitas Pendidikan Ganesha.

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Kata Kunci: *project based learning*, *blended learning*, quizizz, pemecahan masalah, prestasi belajar matematika

Penelitian ini bertujuan untuk menguji pengaruh model pembelajaran *Project Based Blended Learning* berbantuan Quizizz terhadap kemampuan pemecahan masalah dan prestasi belajar matematika siswa di SMK Penerbangan Cakra Nusantara Denpasar dengan populasi sebanyak 45 orang siswa yang terbagi dalam 2 kelompok belajar. Sampel yang dipergunakan meliputi dua kelas terpilih melalui total *sampling*. Jenis studi ini yaitu eksperimen semu yang dianalisis melalui analisis multi kovarian (mancova).

Kesimpulan yang didapatkan mencakup: 1) terdapat perbedaan kemampuan pemecahan masalah dan prestasi belajar matematika secara signifikan secara bersamaan pada siswa yang belajar melalui *PjBBL* berbantuan Quizizz dan siswa yang belajar melalui *Direct Blended Learning (DBL)* pada nilai Sig. 0,000. 2) terdapat perbedaan kemampuan pemecahan masalah secara signifikan antara siswa yang dibelajarkan melalui *PjBBL* berbantuan Quizizz dan siswa dengan menerapkan model *DBL* pada nilai Sig. 0,000. 3) terdapat perbedaan prestasi belajar matematika secara signifikan pada siswa yang belajar melalui model *PjBBL* berbantuan Quizizz dan siswa dengan model *DBL* pada nilai Sig. 0,000.

## ABSTRACT

Saptayana, I Komang Aditya. 2023. *The Effect of Project Based Blended Learning Assisted by Quizizz on Problem Solving and Math Learning Achievement of 11<sup>th</sup> Students*. Thesis, Educational of Technologies, Post Graduate Program, Universitas Pendidikan Ganesha.

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Keywords : project based learning, blended learning, quizizz, problem solving, math learning achievement.

This study aims to examine the effect of the project based blended learning on problem solving and math learning achievement of students at SMK Penerbangan Cakra Nusantara Denpasar with a population of 45 students divided into 2 study groups. The sample were two classes selected by total sampling technique. The study was a quasi-experimental with a multivariate analysis of covariant (manova).

The results showed: 1) there are differences in problem solving and math learning achievement between students who learn to use the Project Based Blended Learning (PjBBL) model assisted by quizizz and students who learn to use Direct Blended Learning model (DBL) with a Sig. value of 0.000. 2) there are differences in problem solving skills between students who learn with PjBBL model assisted by quizizz and students with DBL model on Sig. value of 0.000. 3) there are differences in math learning achievement between students with PjBBL model assisted by quizizz and students in the DBL model on Sig. value of 0.000.