

**PENGARUH PEMBELAJARAN BERBASIS PROYEK BERBANTUAN
MULTIMEDIA DAN KEMAMPUAN BERKOLABORASI TERHADAP
KREATIVITAS DAN HASIL BELAJAR PENGOLAHAN MAKANAN
DAN MINUMAN BAGI SISWA DI SMK**

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ABSTRAK

Penelitian ini bertujuan mengkaji pengaruh pembelajaran berbasis proyek berbantuan multimedia dan kemampuan berkolaborasi terhadap kreativitas dan hasil belajar pengolahan makanan dan minuman bagi siswa SMK. Penelitian eksperimen ini dilaksanakan pada siswa SMK menggunakan metode eksperimen *treatment by level 2 X 2* dan melibatkan 76 siswa. Instrumen yang dipergunakan untuk mengukur variabel-variabel penelitian yang menjadi dampak langsung dari perlakuan dan sebagai unit analisis utama penelitian instrumen sebelum digunakan dalam penelitian, lembar observasi dan instrumen penelitian terlebih dahulu telah diuji coba dengan hasil bahwa instrumen tersebut dinyatakan valid. Data dianalisis menggunakan *Multivariate Analysis of Covariance (MANCOVA)*. Hasil penelitian menunjukkan bahwa terdapat perbedaan pengaruh antara model pembelajaran berbasis proyek berbantuan multimedia dan model pembelajaran berbasis proyek terhadap kreativitas dan hasil belajar. Dalam pencapaian kreativitas dan hasil, model pembelajaran berbasis proyek berbantuan multimedia menunjukkan pengaruh yang lebih besar dibandingkan model pembelajaran berbasis proyek berbantuan media visual PPT. Siswa yang memiliki kemampuan kolaboratif lebih tinggi menunjukkan kreativitas dan hasil belajar lebih tinggi dibandingkan siswa yang memiliki kemampuan kolaboratif lebih rendah. Terdapat pengaruh interaktif antara model pembelajaran dan kemampuan kolaboratif siswa terhadap kreativitas dan hasil belajar siswa. Implikasinya bahwa dalam pembelajaran berbasis proyek berbantuan multimedia sangat akomodatif bagi siswa dalam pencapaian kreativitas dan hasil belajar pengolahan makanan dan minuman. Bagi siswa yang memiliki kemampuan kolaboratif rendah sebaiknya dibimbing dan dimotivasi mampu meningkatkan kemampuan kolaborasinya sehingga akan mampu mengerjakan proyek-proyek pembelajaran.

Kata-kata kunci: Model pembelajaran berbasis proyek, Kreativitas, Hasil belajar, Pengolahan Makanan dan Minuman

ABSTRACT

This study aimed to investigate the influence of project-based multimedia-assisted learning and collaborative skills on creativity and learning outcomes in food and beverage processing for vocational school students. The experimental research was conducted using the 2 X 2 treatment by level experimental method, involving 76 students. The research variables, which directly result from the treatments and serve as the main analysis units, were measured using observation sheets and research instruments. Prior to their use in the study, these instruments were validated through a pretest. The data were analyzed using Multivariate Analysis of Covariance (MANCOVA). The results of the study indicated that there are significant differences in the influence of project-based multimedia-assisted learning and project-based learning on creativity and learning outcomes. The project-based multimedia-assisted learning approach demonstrated a

greater impact on creativity and learning outcomes compared to the project-based learning approach with visual media (PPT). Furthermore, students with higher collaborative skills exhibit higher levels of creativity and learning outcomes compared to students with lower collaborative skills. There is also an interactive effect between the learning models and students' collaborative skills on their creativity and learning outcomes. The implications of this study highlight the accommodative nature of project-based multimedia-assisted learning for students in enhancing creativity and learning outcomes in food and beverage processing. For students with lower collaborative skills, it is recommended to provide guidance and motivation to improve their collaborative skills, enabling them to excel in project-based learning activities.

Keywords: Project-Based Learning Model, Creativity, Learning Outcomes, Food and Beverage Processing

