

## ABSTRAK

Dirgantara, I Made (2023), Pengaruh Model *Problem Based Learning* dan Model Pembelajaran Langsung terhadap Hasil Belajar Teknik Dasar Permainan Softball ditinjau dari Kemampuan Berpikir Kritis Peserta Didik

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*Kata-kata kunci:* *Problem based learning*, pembelajaran langsung, hasil belajar, permainan softball, kemampuan berpikir kritis.

Penelitian bertujuan mengetahui pengaruh model *problem based learning* dan model pembelajaran langsung terhadap hasil belajar teknik dasar permainan softball ditinjau dari kemampuan berpikir kritis. Penelitian menggunakan desain *treatment by level 2X2*. Populasi adalah kelas XI SMAN Bali Mandara 2022/2023. Sampling penelitian sebanyak 60 orang. Analisis data dengan ANAVA dua jalur, dilanjutkan *independent simple t test*. Hasilnya menunjukkan bahwa: (1) hasil belajar permainan softball peserta didik yang mengikuti model pembelajaran *problem based learning* lebih tinggi dari yang mengikuti model pembelajaran langsung ( $\mu_{A1}=79,25 > \mu_{A2}=76,42$ ); (2) terdapat interaksi antara model pembelajaran dan kemampuan berpikir kritis terhadap hasil belajar permainan softball ( $F=11,374$ ;  $sig.<0,05$ ), (3) untuk peserta didik dengan kemampuan berpikir kritis tinggi, yang mengikuti model *problem based learning* mempunyai hasil belajar lebih tinggi dari pada yang mengikuti model pembelajaran langsung ( $\mu_{A1B1}=84 > \mu_{A2B1}=76,50$ ;  $sig.<0,05$ ); dan (4) untuk peserta didik dengan kemampuan berpikir kritis rendah, yang mengikuti model *problem based learning* mempunyai hasil belajar lebih rendah dari pada yang mengikuti model pembelajaran langsung ( $\mu_{A1B2}=74,5 > \mu_{A2B2}=76,33$ ;  $sig.<0,05$ ). Beberapa implikasi penelitian ini adalah (1) *problem based learning* merupakan salah satu model pembelajaran alternatif untuk pembelajaran permainan softball, dan (2) penerapan model pembelajaran *problem based learning* hendaknya mempertimbangkan kemampuan berpikir kritis peserta didik.

## ABSTRACT

Dirgantara, I Made (2023), Effects of Problem Based Learning and Direct Learning on Learning Outcomes of Basic Softball Game Techniques in terms of Students' Critical Thinking.

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This Thesis has been supervised and approved by first supervisor: Prof. Dr. I Gusti Lanang Agung Parwata, S.Pd., M.Kes., and second Supervisor: Dr. I Ketut Iwan Swadesi, S.Pd., M.Or.

*Key words:* Problem based learning, direct learning, learning outcomes, softball games, critical thinking skills.

The research aims to determine the effect of the model *problem based learning* and the direct learning model for the learning outcomes of basic softball game techniques in terms of students' critical thinking skills. This study uses a design *treatment by level 2X2*. The population of this research is class XI of SMA Bali Mandara 2022/2023. Sample as many as 60 students. Data analysis with two-way ANOVA, continued *independent simple t test*. The results show that: (1) the learning outcomes of softball games are students who follow the model *problem based learning* higher than those following the direct learning model ( $\mu_{A1}=79.25 > \mu_{A1}=76.42$ ); (2) there is an interaction between the learning model and critical thinking skills on the learning outcomes of softball games ( $F=11.374; say. < 0.05$ ), (3) for students with high critical thinking skills, who follow the model *problem based learning* have higher learning outcomes than those who follow the direct learning model ( $\mu_{A1B1}=84 > \mu_{A2B1}=76,50; say. < 0.05$ ); and (4) for students with low critical thinking skills, who follow the model *problem based learning* have lower learning outcomes than those who follow the direct learning model ( $\mu_{A1B2}=74,5 > \mu_{A2B2}=76,33; them selves. < 0.05$ ). Some of the implications of this research are (1) *problem based learning* is an alternative learning model for learning softball games, and (2) the application of models *problem based learning* should consider students' critical thinking abilities.