

Abstrak

Penelitian ini bertujuan untuk 1) mengetahui perbedaan hasil belajar mata pelajaran proyek kreatif dan kewirausahaan sebelum diterapkan model pembelajaran *problem based learning* berbantuan media video interaktif pada siswa kelas XI Jurusan Perhotelan di SMK PGRI 3 Badung tahun 2023/2024, 2) mengetahui perbedaan hasil belajar mata pelajaran proyek kreatif dan kewirausahaan sesudah diterapkan model pembelajaran *problem based learning* berbantuan media video interaktif pada siswa kelas XI Jurusan Perhotelan di SMK PGRI 3 Badung tahun 2023/2024, 3) mengetahui pengaruh yang signifikan model pembelajaran *problem based learning* berbantuan media video interaktif pada siswa kelas XI Jurusan Perhotelan di SMK PGRI 3 Badung tahun 2023/2024. Penelitian ini adalah penelitian kuantitatif dengan jenis penelitian yaitu eksperimen semu (*quasy experiment*). Penelitian ini mengikuti desain penelitian kuasi eksperimen dengan rancangan penelitian *non equivalent control group pretest posttest design*. Jumlah sampel dalam penelitian ini sebanyak 37, teknik sampling yang akan digunakan dalam penelitian ini adalah Teknik *group random sampling*. Hasil penelitian menunjukkan bahwa: 1) Hasil belajar mata pelajaran proyek kreatif dan kewirausahaan sebelum diterapkan model pembelajaran *problem based learning* berbantuan media video interaktif adalah diperoleh nilai range sebesar 21, nilai minimum sebesar 56 dan nilai maksimum sebesar 77, pada nilai mean memperoleh sebesar 66,59, standar deviasi sebesar 6,265 dan variance sebesar 39,248, 2) Hasil belajar siswa sesudah diterapkan model pembelajaran *problem based learning* berbantuan media video interaktif dimana nilai range sebesar 12, pada nilai minimum sebesar 80 dan maksimum 92, nilai mean sebesar 85,97, standar deviasi sebesar 3,262 dan nilai variance sebesar 10,638, 3) Terdapat pengaruh model pembelajaran *problem based learning* berbantuan media video interaktif terhadap hasil belajar siswa mata pelajaran proyek kreatif dan kewirausahaan dimana Pair 1 diperoleh nilai signifikansi (2-tailed) sebesar 0,000 lebih kecil dari 0,05, maka artinya terdapat perbedaan rata-rata hasil belajar siswa untuk Pre-Test kelas eksperimen dengan Post-Test kelas eksperimen. Pada output Pair 2 diperoleh signifikansi (2-tailed) sebesar 0,000 lebih kecil dari 0,05, maka artinya terdapat perbedaan rata-rata hasil belajar siswa untuk Pre-Test kelas kontrol dengan Post-Test kelas kontrol.

Kata Kunci: Hasil belajar, Problem Based Learning, Video Interaktif

Abstract

This research aims to 1) determine differences in subject learning outcomes creative and entrepreneurial projects before applying the problem learning model based learning assisted by interactive video media for class Hospitality at SMK PGRI 3 Badung in 2023/2024, 3) find out the significant influence of the problem based learning model assisted by interactive video media on class XI students majoring in Hospitality at SMK PGRI 3 Badung in 2023/2024. This research is quantitative research with the type of research, namely quasi experiment. This research follows a quasi-experimental research design with a non-equivalent control group pretest posttest research design. The number of samples in this study was 37, the sampling technique that will be used in this research is the group random sampling technique. The results of the research show that: 1) The learning outcomes for creative project and entrepreneurship subjects before applying the problem based learning model assisted by interactive video media were obtained with a range score of 21, a minimum score of 56 and a maximum score of 77, with a mean score of 66. 59, standard deviation of 6.265 and variance of 39.248, 2) Student learning outcomes after applying the problem based learning model assisted by interactive video media where the range value is 12, with a minimum value of 80 and a maximum of 92, the mean value is 85.97, standard The deviation is 3.262 and the variance value is 10.638. 3) There is an influence of the problem based learning model assisted by interactive video media on student learning outcomes in creative project and entrepreneurship subjects where Pair 1 obtained a significance value (2-tailed) of 0.000 which is smaller than 0. 05, then it means that there is a difference in the average student learning outcomes for the experimental class Pre-Test and the experimental class Post-Test. In the output of Pair 2, a significance (2-tailed) of 0.000 is obtained, which is smaller than 0.05, meaning that there is a difference in the average student learning outcomes for the control class Pre-Test and the control class Post-Test.

Keywords: Learning outcomes, Problem Based Learning, Interactive Video