

**PENGARUH PENERAPAN MODEL PEMBELAJARAN *CREATIVE
PROBLEM SOLVING* BERBANTUAN *LIVEWORKSHEET* TERHADAP
KEMAMPUAN PEMECAHAN MASALAH MATEMATIKA SISWA**

Oleh

Ni Komang Lina Cahyani, NIM 2013011039

Jurusan Matematika

ABSTRAK

Penelitian ini dilatarbelakangi kemampuan pemecahan masalah matematika siswa tergolong rendah. Diduga penyebabnya adalah pembelajaran matematika yang kurang menekankan pada kegiatan pemecahan masalah. Tujuan dari penelitian ini ialah menguji pengaruh penerapan model pembelajaran *Creative Problem Solving* dengan bantuan *liveworksheet* terhadap kemampuan pemecahan masalah matematika siswa. Penelitian ini termasuk penelitian eksperimen semu dengan desain *post-test only control group design*. Populasi penelitian ini adalah siswa kelas VIII SMP Negeri 2 Singaraja tahun pelajaran 2023/2024 dan penentuan sampel mempergunakan teknik *cluster random sampling*. Dari hasil pengundian didapatkan kelas VIII 1 selaku kelas eksperimen yang mengikuti pembelajaran menggunakan model *Creative Problem Solving* berbantuan *liveworksheet* serta kelas VIII 5 selaku kelas kontrol yang mengikuti pembelajaran konvensional. Data kemampuan pemecahan masalah matematika siswa didapatkan dari hasil *post-test* dalam bentuk soal uraian. Berdasarkan pengujian reliabilitas soal didapatkan koefisien reliabilitas sebesar 0,854 dengan kriteria reliabilitas sangat tinggi. Sebelum melakukan uji hipotesis, dilakukan uji prasyarat yaitu uji normalitas dan uji homogenitas. Selanjutnya data dianalisis menggunakan *uji t* dan didapatkan nilai sig. sebesar 0,00 dengan taraf 5% ($0,00 < 0,05$) yang bermakna H_0 ditolak dan H_1 diterima. Hal ini mengindikasikan bahwa kemampuan pemecahan masalah matematika siswa yang menjalani kegiatan belajar dengan mempergunakan model pembelajaran *Creative Problem Solving* berbantuan *liveworksheet* lebih tinggi dibandingkan kemampuan pemecahan masalah matematika siswa yang menjalani pembelajaran konvensional.

Kata kunci: Model Pembelajaran *Creative Problem Solving*, *Liveworksheet*, Kemampuan Pemecahan Masalah

**THE EFFECT OF APPLYING CREATIVE PROBLEM SOLVING
LEARNING MODEL ASSISTED BY LIVEWORKSHEET ON STUDENTS'
MATHEMATICAL PROBLEM SOLVING ABILITY**

By

Ni Komang Lina Cahyani, NIM 2013011039

Jurusan Matematika

ABSTRACT

This study is motivated by the low mathematical problem solving ability of students. It is suspected that the cause is mathematics learning that emphasizes less on problem solving activities. The purpose of this study was to examine the effect of applying the Creative Problem Solving learning model with the help of liveworksheet on students' mathematical problem solving skills. This research is a pseudo-experimental research with post-test only control group design. The population of this study was the VIII grade students of SMP Negeri 2 Singaraja in the 2023/2024 academic year and the sample determination used cluster random sampling technique. From the results of the draw, class VIII 1 was obtained as the experimental class that followed the learning using the Creative Problem Solving model assisted by liveworksheet and class VIII 5 as the control class that followed conventional learning. Data on students' mathematical problem solving ability is obtained from the results of the post-test in the form of description questions. Based on testing the reliability of the question, the reliability coefficient is 0.854 with very high reliability criteria. Before conducting hypothesis testing, prerequisite tests were carried out, namely normality test and homogeneity test. Furthermore, the data were analyzed using the t test and obtained a sig. value of 0.00 with a level of 5% ($0.00 < 0.05$) which means that H_0 is rejected and H_1 is accepted. This indicates that the mathematical problem solving ability of students who undergo learning activities using the Creative Problem Solving learning model assisted by liveworksheet is higher than the mathematical problem solving ability of students who undergo conventional learning.

Keywords: *Creative Problem Solving Learning Model, Liveworksheet, Problem Solving Ability*