

**PENGARUH MODEL PEMBELAJARAN *PROBLEM BASED LEARNING*  
*IN FLIPPED CLASSROOM* BERBASIS MEDIA RUMAH BELAJAR  
TERHADAP PRESTASI BELAJAR SIMULASI DIGITAL SISWA KELAS  
X MULTIMEDIA DI SMK NEGERI 3 SINGARAJA TAHUN AJARAN  
2019/2020.**

Oleh

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**ABSTRAK**

Tujuan riset adalah mengetahui pengaruh model *problem based learning in flipped classroom* (PBL in FC) berbasis media rumah belajar berkenaan prestasi belajar siswa mata pelajaran Simulasi Digital kelas X Multimedia di SMK Negeri 3 Singaraja, respon siswa seusai belajar dengan media *e-learning* rumah belajar mata pelajaran Simulasi Digital kelas X Multimedia di SMK Negeri 3 Singaraja. Jenis penelitian yang diterapkan yaitu eksperimen semu (*quasi eksperimen*) menggunakan *Post Test Only Control Group Design* sebagai desain penelitian. Populasi penelitian yaitu siswa kelas X Multimedia di SMK Negeri 3 Singaraja Tahun Pelajaran 2019/2020. Sampel penelitian yaitu kelas X MM 1 sebagai kelas eksperimen dan kelas X MM 2 sebagai kelas kontrol dengan jumlah sampel 64 siswa. Metode pengumpulan data berupa tes *objektif* agar mengetahui kemampuan siswa dibidang kognitif sedangkan metode berupa angket digunakan untuk mengumpulkan respon siswa dalam penggunaan media *e-learning*. Data prestasi belajar yang diperoleh dianalisis dengan uji normalitas dan uji homogenitas menghasilkan data berdistribusi normal dan homogen, serta uji hipotesis menggunakan uji anava satu jalur. Hasil riset menunjukkan  $F_{hitung}$  123,19 yang lebih besar dari  $F_{tabel}$  3,99 yang berarti adanya perbedaan prestasi belajar antara siswa yang belajar menggunakan model *PBL in FC* berbasis rumah belajar dengan siswa yang belajar menggunakan model pembelajaran *direct instruction* tanpa media rumah belajar. Rata-rata dari kelompok eksperimen yaitu 84,46 sedangkan rata-rata kelompok kontrol yaitu 64,37. Hasil respon siswa dari penggunaan model *PBL in FC* berbasis media rumah belajar dikategorikan positif berdasarkan rata-rata skor angket respon siswa sebesar 76,03.

**Kata kunci:** Model PBL in FC, Prestasi Belajar, Simulasi Digital, *e-learning* Rumah Belajar.

**THE EFFECT OF PROBLEM BASED LEARNING IN FLIPPED  
CLASSROOM BASED ON RUMAH BELAJAR LEARNING MEDIA TO  
STUDENTS ACADEMIC LEARNING ACHIEVEMENT IN DIGITAL  
SIMULATION IN X MULTIMEDIA CLASS AT SMK NEGERI 3  
SINGARAJA IN 2019/2020 ACADEMIC YEAR.**

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**ABSTRACT**

*The purposes of this study were to determine the effect of the problem based learning model in flipped classroom (PBL in FC) based on rumah belajar learning media to students achievement in Digital Simulation subject in X Multimedia class at SMK Negeri 3 Singaraja, students responses after using rumah belajar e-learning media on Digital Simulation in X Multimedia class at SMK Negeri 3 Singaraja. The design of the study used was quasi-experimental with Post Test Only Control Group Design. The population of the study was all students of X Multimedia classes at SMK Negeri 3 Singaraja in 2019/2020 Academic Year. The sample of study used was X MM 1 class as an experimental group and X MM 2 class as a control group with sample of 64 students. Data collection method used was in form of objective test to determine cognitive domain meanwhile questionnaire method was used to collect students responses in using e-learning media. Learning achievement data obtained were analyzed by normality and homogeneity test result normal and homogeneous data distribution, and hypothesis test was used one way Anova test. The results of the research show that  $F_{count}$  123.19 is greater than  $F_{table}$  3.99 which means that there are differences in learning achievement between students who learn to use PBL models in FC based rumah belajar with students who learn to use the direct instruction learning model without rumah belajar learning media. The average of the experimental group is 84.46 while the average of control group is 64.37. The results of student responses from the use of PBL model in FC-based learning house media are categorized positively based on the average students' questionnaire score response of 76.03.*

**Keywords:** *PBL Model in FC, Learning Achievement, Digital Simulation, e-learning based on rumah belajar.*