

**PENGARUH MODEL PEMBELAJARAN *PROJECT BASED LEARNING*
(PjBL) BERBANTUAN GAMELAN BALI TERHADAP KREATIVITAS
SISWA MUATAN SBDP KELAS V SD GUGUS IV BEBANDEM TAHUN
AJARAN 2024/2025**

Oleh

I Gusti Agus Kelana Putra Pratama, NIM. 2111031443

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran Project Based Learning (PjBL) berbantuan gamelan Bali terhadap kreativitas siswa pada muatan Seni Budaya dan Prakarya (SBdP) kelas V SD Gugus IV Bebandem tahun ajaran 2024/2025. Penelitian ini menggunakan pendekatan kuantitatif dengan desain quasi experiment berbentuk non-equivalent control group design. Populasi dalam penelitian yang akan dilaksanakan ini adalah seluruh siswa kelas V dari 10 SD di Gugus IV Bebandem dengan jumlah siswa sebanyak 166 siswa. Subjek penelitian adalah siswa kelas V yang terdiri atas kelas eksperimen dan kelas kontrol. Kelas eksperimen diberikan perlakuan berupa pembelajaran PjBL berbantuan gamelan Bali, sedangkan kelas kontrol mengikuti pembelajaran konvensional. Data kreativitas siswa dikumpulkan menggunakan instrumen tes dan lembar observasi yang telah diuji validitas dan reliabilitasnya. Analisis data dilakukan dengan uji prasyarat analisis, meliputi uji normalitas dan homogenitas, serta uji hipotesis menggunakan uji-t. Hasil penelitian menunjukkan bahwa terdapat perbedaan yang signifikan kreativitas siswa antara kelompok yang dibelajarkan dengan model PjBL berbantuan gamelan Bali dan kelompok yang dibelajarkan dengan pembelajaran konvensional. Dengan demikian, dapat disimpulkan bahwa model pembelajaran PjBL berbantuan gamelan Bali berpengaruh secara signifikan terhadap kreativitas siswa pada muatan SBdP kelas V SD Gugus IV Bebandem tahun ajaran 2024/2025.

Kata kunci: Project Based Learning, gamelan Bali, kreativitas siswa, SBdP.

**THE EFFECT OF THE PROJECT-BASED LEARNING (PjBL) MODEL
ASSISTED BY BALINESE GAMELAN ON STUDENTS' CREATIVITY IN
ARTS, CULTURE, AND CRAFTS (SBdP) FOR FIFTH-GRADE
ELEMENTARY STUDENTS OF CLUSTER IV BEBANDEM IN THE
2024/2025 ACADEMIC YEAR**

By

I Gusti Agus Kelana Putra Pratama, NIM. 2111031443

Department of Elementary Education

ABSTRAK

This study aimed to determine the effect of implementing the Project-Based Learning (PjBL) model assisted by Balinese gamelan on students' creativity in the Arts, Culture, and Crafts (SBdP) subject for fifth-grade elementary school students in Cluster IV Bebandem in the 2024/2025 academic year. This research employed a quantitative approach using a quasi-experimental design in the form of a non-equivalent control group design. The population of this study consisted of all fifth-grade students from 10 elementary schools in Cluster IV Bebandem, totaling 166 students. The research subjects were fifth-grade students divided into an experimental group and a control group. The experimental group was taught using the PjBL model assisted by Balinese gamelan, while the control group received conventional instruction. Students' creativity data were collected using test instruments and observation sheets that had been tested for validity and reliability. Data analysis was conducted through prerequisite tests, including normality and homogeneity tests, followed by hypothesis testing using a t-test. The results showed a significant difference in students' creativity between the group taught using the PjBL model assisted by Balinese gamelan and the group taught using conventional learning. Therefore, it can be concluded that the PjBL model assisted by Balinese gamelan has a significant effect on students' creativity in the SBdP subject for fifth-grade elementary school students in Cluster IV Bebandem in the 2024/2025 academic year.

Keyword: Project-Based Learning, Balinese gamelan, students' creativity, SBdP.