

Abstrak

Penelitian ini bertujuan untuk mengetahui efektivitas model pembelajaran berbasis proyek dengan *cisco packet tracer* menggunakan *Quasi Experimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Indikator pembelajaran dapat dikatakan efektif apabila tiga dari 4 indikator terpenuhi, yaitu (1) Hasil belajar siswa dikatakan tuntas apabila 75% siswa memperoleh nilai sesuai KKM; (2) keterlaksanaan pembelajaran minimal baik; (3) aktivitas siswa selama pembelajaran minimal baik; (4) respon siswa terhadap pembelajaran minimal kuat. Berdasarkan hasil penelitian, diperoleh: (1) Hasil belajar siswa menunjukkan ketuntasan sebesar 77.77% (2) keterlaksanaan pembelajaran memperoleh nilai rata-rata 95.45% dengan kategori sangat baik (3) aktivitas siswa memperoleh rata-rata 80.14% dengan kategori baik (4) respon siswa memperoleh 79.16% dengan kategori kuat. Peningkatan hasil belajar siswa kelas eksperimen *pretest* ke *posttest* melalui uji gain sebesar 0,70 dengan kategori tinggi. Berdasarkan indikator efektivitas, keempatnya sudah terlaksana. Pada uji-t hasil belajar diperoleh t_{hitung} sebesar 5,06237 dan t_{tabel} sebesar 2,05553, $t_{hitung} > t_{tabel}$ sehingga H_0 diterima. Selanjutnya pada kreativitas siswa memperoleh nilai rata-rata 81.30 dengan kategori sangat kreatif dan uji-t diperoleh hasil t_{hitung} sebesar 9,63874 dan t_{tabel} sebesar 2,05553, $t_{hitung} > t_{tabel}$ sehingga H_0 diterima. Sehingga dapat disimpulkan model pembelajaran berbasis proyek dengan *cisco packet tracer* dikatakan “efektif” terhadap hasil belajar dan kreativitas siswa.

Kata kunci: Model Pembelajaran Berbasis Proyek, *Cisco Packet Tracer*, Hasil Belajar, Kreativitas

Abstract

This study aims to determine the effectiveness of project based learning with cisco packet tracer by using Quasi-Experimental Design with the study design Nonequivalent Control Group Design. Indicators of a learning can be proposed to be effective if three of the four indicators are achieved, such as; (1) Student learning outcomes is proposed complete if 75% of students get the value in accordance with the KKM (the criteria target minimum) (2) the implementation of learning in the form of a minimum teacher activity are good; (3) student activity during learning is at least good; (4) student's response to learning is minimal strong. Based on the result of the research, it can be concluded that: (1) The students' learning result classically shows the mastery of 77.77% (2) learning implementation during the two meetings obtained an average score of 95.45% with very good category; (3) student activity for 2 meetings obtained an average of 80.14% with good category; (4) student responses obtained 79.16% with strong category. Based on the effectiveness indicator, all four have been implemented. In t-test the result of t_{count} is 5,06237 and t_{table} is 2,05553, $t_{count} > t_{table}$ so that H_0 is accepted. And then, for student's creative the result showed student creative thinking ability which reached 81.30 in cluding very creative categories and in t-test the result of t_{count} is 5,06237 and t_{table} is 2,05553, $t_{count} > t_{table}$ so that H_0 is accepted ;The conclusion from this study that the model of project based learning model is effective for learning outcomes and student's creative.

Keywords: *Project Based Learning, Cisco Packet Tracer, Creative, Learning Outcomes*