

Afi Fatur Rohmah. 2023. *Pengaruh Project Based Learning Berbantuan Adobe Illustrator Terhadap Hasil Belajar Siswa Pada Materi Mengolah Gambar Vektor*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.

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## ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *project based learning* berbantuan *adobe illustrator* terhadap hasil belajar siswa pada materi mengolah gambar vektor di SMK Negeri 1 Tlanakan kelas XI jurusan Multimedia (MM). Metode penelitian yang digunakan adalah *Quasi Experiment* dengan desain penelitian *Nonequivalent Control Group Design*. Sampel yang digunakan berjumlah 48 siswa yang terbagi menjadi 2 kelompok yaitu kelas XI MM A kelompok eksperimen dan XI MM B kelompok kontrol. Pengumpulan data berupa tes, observasi dan angket. Analisis data menggunakan analisis uji-t untuk mengetahui pengaruh penggunaan model pembelajaran *project based learning* berbantuan *adobe illustrator* terhadap hasil belajar pada materi mengolah gambar vektor. Berdasarkan hasil penelitian diperoleh (1) Aktivitas memperoleh presentase 87% yang berarti aktivitas belajar siswa pada kategori “sangat baik”, dan aktivitas guru memperoleh presentase 98,9 % dengan kategori “sangat baik”. (2) Pengujian hasil belajar kelompok eksperimen dan kelompok kontrol melalui uji-t pada taraf signifikan 5% adalah nilai  $t_{hitung} = 2,219 > t_{tabel} = 2,074$  dapat disimpulkan terdapat pengaruh penggunaan model pembelajaran *project based learning* berbantuan *adobe illustrator* terhadap hasil belajar pada materi mengolah gambar vektor . (3) Angket respon peserta didik memperoleh nilai 92 % yang berkategori “Kuat”. (4) uji gain ternormalisasi memperoleh nilai 0,52 yang berkategori “sedang”.

**Kata Kunci** : Hasil Belajar, Model Pembelajaran PJBL, *Adobe Illustrator*

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## **ABSTRACT**

*This study aims to determine the effect of the project based learning model assisted by Adobe Illustrator on student learning outcomes in vector image processing material at class XI Tlanakan SMK Negeri 1 majoring in Multimedia (MM). The research method used is Quasi Experiment with the Nonequivalent Control Group Design research design. The sample used was 48 students which were divided into 2 groups, namely class XI MM A experimental group and XI MM B control group. Data collection in the form of tests, observations and questionnaires. Data analysis used t-test analysis to determine the effect of using the project based learning model assisted by Adobe Illustrator on learning outcomes in the material for processing vector images. Based on the results of the study, (1) activities obtained a percentage of 87%, which means that student learning activities were in the "very good" category, and teacher activities obtained a percentage of 98.9% in the "very good" category. (2) Testing the learning outcomes of the experimental group and the control group through the t-test at a significant level of 5% is the value of  $t_{count} = 2.219 > t_{table} = 2.074$ . It can be concluded that there is an effect of using the project based learning model assisted by Adobe Illustrator on learning outcomes in vector image processing material . (3) The student response questionnaire obtained a value of 92% which was in the "Strong" category. (4) the normalized gain test obtains a value of 0.52 which is in the "moderate" category.*

**Keywords:** *Learning Outcomes, PJBL Learning Model, Adobe Illustrator*