

Aprilia Dwi Ningtias . 2026. *Pengaruh Model Project Based Learning Berbantuan W3School Terhadap Hasil Belajar Siswa Pada Mata Pelajaran Informatika*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Muchamad Arif, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *Project Based Learning* Berbantuan *W3School* Terhadap Hasil Belajar Siswa pada Mata Pelajaran Informatika, beserta aktivitas keterlaksanaan pembelajaran dan respon siswanya. Penelitian ini menggunakan metode kuantitatif dengan model penelitian eksperimen. Populasi yang digunakan sebanyak 53 siswa kelas X RPL di SMK 17 Agustus 1945 Surabaya, Dimana 27 siswa kelas X RPL 1 sebagai kelas kontrol dan 26 siswa kelas X RPL 2 sebagai kelas eskperimen. Peneliti menggunakan *pretest, posttest*, wawancara, observasi dan angket untuk mengumpulkan data. Berdasarkan hasil penelitian diperoleh, (1) Terdapat pengaruh model *Project Based Learning* Berbantuan *W3School* dengan hasil belajar siswa (ranah kognitif) berdasarkan uji signifikan dengan hasil $t_{hitung} > t_{tabel}$ atau $2.122 > 2.071$, sehingga H_a diterima. (2) aktivitas pelaksanaan pembelajaran menggunakan model *Project Based Learning* berbantuan *W3School* menunjukkan hasil baik. Aktivitas guru memperoleh persentase 91.42% dengan kategori “sangat baik” dan aktivitas siswa memperoleh persentase 82.28% dengan kategori “baik” dari siswa. sehingga dapat disimpulkan bahwa terdapat pengaruh model *Project Based Learning* berbantuan *W3School* terhadap hasil belajar siswa pada mata pelajaran informatika kelas X RPL di SMK 17 Agustus 1945 Surabaya.

Kata kunci: *Project based learning*, hasil belajar

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ABSTRACT

This study aimed to determine the effect of the W3Schools-Assisted Project-Based Learning model on students' learning outcomes in Informatics, as well as to examine the implementation of learning activities and students' responses. This research employed a quantitative approach with an experimental research design. The population consisted of 53 tenth-grade students of the Software Engineering Program at SMK 17 Agustus 1945 Surabaya, with 27 students from Class X RPL 1 serving as the control group and 26 students from Class X RPL 2 serving as the experimental group. Data were collected through pretests, posttests, interviews, observations, and questionnaires. The results of the study showed that: (1) there was a significant effect of the W3Schools-Assisted Project-Based Learning model on students' learning outcomes in the cognitive domain, as indicated by the t-test results where $t_{\text{count}} > t_{\text{table}}$ ($2.122 > 2.071$), thus accepting the alternative hypothesis (H_a); (2) the implementation of learning activities using the W3Schools-Assisted Project-Based Learning model was categorized as good. Teacher activities achieved a percentage of 91.42%, which was categorized as "very good," while student activities achieved a percentage of 82.28%, which was categorized as "good." Based on these findings, it can be concluded that the W3Schools-Assisted Project-Based Learning model has a positive effect on students' learning outcomes in Informatics among tenth-grade Software Engineering students at SMK 17 Agustus 1945 Surabaya.

Keywords: *Project-Based Learning, W3Schools, Learning Outcomes, Informatics, Experimental Research.*