

Lifnon. 2026. *Pengaruh Model Problem Based Learning (PBL) Berbantuan Media Canva terhadap Hasil Belajar Siswa pada Materi Analisis Data Kelas X*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura.

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ABSTRAK

Abstrak: Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model *Problem Based Learning* (PBL) berbantuan media Canva terhadap hasil belajar siswa pada materi Analisis Data kelas X TSM SMKN 1 Kwanyar, mengetahui keterlaksanaan pembelajaran, serta mengetahui respons siswa terhadap pembelajaran yang diterapkan. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *quasi experiment* menggunakan desain *Nonequivalent Control Group Design*. Populasi penelitian berjumlah 60 siswa kelas X TSM SMKN 1 Kwanyar yang terdiri atas kelas eksperimen dan kelas kontrol. Teknik pengambilan sampel menggunakan *sampling jenuh*. Instrumen penelitian berupa tes hasil belajar (*pretest* dan *posttest*), lembar observasi keterlaksanaan pembelajaran, dan angket respons siswa. Data dianalisis menggunakan uji normalitas, uji homogenitas, uji *Independent Sample t-test*, serta uji *N-gain*. Hasil penelitian menunjukkan bahwa: (1) terdapat pengaruh yang signifikan penerapan model *Problem Based Learning* (PBL) berbantuan media Canva terhadap hasil belajar siswa, dibuktikan dengan nilai $t_{hitung} = 3,118 > t_{tabel} = 2,069$ sehingga H_0 ditolak dan H_a diterima; (2) rata-rata nilai *pretest* dan *posttest* kelas eksperimen meningkat dari 55,68 menjadi 81,29, sedangkan kelas kontrol meningkat dari 47,50 menjadi 70,89, dengan nilai *N-gain* kelas eksperimen sebesar 0,6475 (kategori sedang) lebih tinggi dibandingkan kelas kontrol sebesar 0,583 (kategori sedang); (3) keterlaksanaan pembelajaran berada pada kategori baik dengan rata-rata aktivitas guru sebesar 77,82% dan aktivitas siswa sebesar 78,13%; serta (4) respons siswa terhadap penerapan model *Problem Based Learning* berbantuan media Canva memperoleh persentase sebesar 84,3% dengan kategori positif.

Kata kunci: Analisis data, Canva, hasil belajar, *Problem Based Learning*, SMK.

Lifnon. 2026. *The Effect of the Problem Based Learning (PBL) Model Assisted by Canva Media on Students' Learning Outcomes in Data Analysis Material for Grade X. Undergraduate Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura.*

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ABSTRACT

Abstract: This study aimed to determine the effect of the Problem Based Learning (PBL) model assisted by Canva media on students' learning outcomes in Data Analysis material for Grade X TSM students at SMKN 1 Kwanyar, to determine the implementation of the learning process, and to identify students' responses to the learning model. This research employed a quantitative approach using a quasi-experimental method with a Nonequivalent Control Group Design. The population consisted of 60 Grade X TSM students divided into an experimental class and a control class. The sampling technique used was saturated sampling. The research instruments included learning achievement tests (pretest and posttest), observation sheets, and student response questionnaires. The data were analyzed using normality tests, homogeneity tests, the Independent Sample t-test, and the N-gain test. The results showed that: (1) the Problem Based Learning (PBL) model assisted by Canva media had a significant effect on students' learning outcomes, as indicated by $t_{count} = 3.118 > t_{table} = 2.069$, meaning that H_0 was rejected and H_a was accepted; (2) the average score of the experimental class increased from 55.68 in the pretest to 81.29 in the posttest, while the control class increased from 47.50 to 70.89, with an N-gain score of 0.6475 for the experimental class and 0.583 for the control class, both categorized as moderate but with a higher improvement in the experimental class; (3) the implementation of learning was categorized as good, with an average teacher activity score of 77.82% and student activity score of 78.13%; and (4) students' responses to the implementation of the Problem Based Learning model assisted by Canva media reached 84.3%, which falls into the positive category.

Keywords : *Canva, data analysis, learning outcomes, Problem Based Learning, vocational high school.*