

Ilvi Nurdiana. 2021. *Analisis Kemampuan Berpikir Kreatif Siswa Ditinjau Dari Self-regulated Learning Pada Mata Pelajaran Desain Grafis*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan kemampuan berpikir kreatif siswa ditinjau dari *self-regulated learning* pada mata pelajaran desain grafis materi dasar, prinsip, dan estetika desain. Metode penelitian yang digunakan yaitu menggunakan metode kualitatif deskriptif dengan desain studi kasus. Subjek dalam penelitian ini terdiri dari 2 siswa kategori *self-regulated learning* rendah, 2 siswa kategori *self-regulated learning* sedang, dan 2 siswa kategori *self-regulated learning* tinggi menggunakan teknik *purposive sample*. Teknik pengumpulan data menggunakan angket *self-regulated learning*, tes soal berpikir kreatif, wawancara sesuai pedoman wawancara, dan dokumentasi. Teknik analisis data menggunakan triangulasi gabungan yaitu triangulasi teknik dan triangulasi sumber. Hasil penelitian menunjukkan bahwa : 1. Subjek dengan *self-regulated learning* tinggi memiliki kemampuan berpikir kreatif yang tinggi. Subjek tersebut mampu menuangkan idenya dengan sangat baik, benar, lebih lengkap, fasih, dan detail; 2. Subjek dengan *self-regulated learning* sedang memiliki kemampuan berpikir kreatif yang sedang. Subjek tersebut mampu menuangkan idenya dengan baik, benar, kurang lengkap, fasih, dan detail, tetapi masih terdapat banyak kekeliruan dalam penyelesaiannya; 3. Subjek dengan *self-regulated learning* rendah memiliki kemampuan berpikir kreatif yang rendah. Subjek tersebut dapat menuangkan idenya dengan benar, tidak lengkap, fasih, tetapi kurang detail dan terlalu sederhana.

Kata Kunci : Desain Grafis, Kemampuan Berpikir Kreatif, *Self-regulated Learning*.

Ilvi Nurdiana. 2021. Analysis of Students' Creative Thinking Ability in terms of Self-regulated Learning in Graphic Design Subjects. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor : Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRACT

This study aims to describe students' creative thinking skills in terms of self-regulated learning on the graphic design subjects of basic material, principles, and aesthetic design. The research method used is using descriptive qualitative methods with case study design. The subjects in this study consisted of 2 students in the low self-regulated learning category, 2 students category Self-Regulated Learning Medium, and 2 high-regulated learning categories of High Learning using the purposive sample technique. Data collection techniques use self-regulated learning questionnaires, creative thinking questions, interviews according to the interview guidelines, and documentation. Data analysis techniques use combined triangulation, namely triangulation of engineering and source triangulation. The results showed that: 1. Subjects with high self-regulated learning have high creative thinking skills. The subject was able to pour the idea very well, correct, more complete, fluent, and detail; 2. Subject with self-regulated learning is having the ability to think creatively. The subject was able to pour the idea well, correctly, incomplete, fluent, and detail, but there was still a lot of mistakes in its solution; 3. The subject with low self-regulated learning has low creative thinking skills. The subject can pour the idea correctly, incomplete, fluent, but less detail and too simple.

Keywords : Graphic Design, Creative Thinking Skills, Self-regulated Learning.