

Aprilia Maharani. 2026. Pengaruh Penerapan Model Pembelajaran *Problem Based Learning* Berbantuan *PC Building Simulator* Terhadap Hasil Belajar Siswa Pada Materi Sistem Komputasi. Skripsi, Program Studi Pendidikan Informatika, Fakultas Kependidikan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk: (1) Mendeskripsikan keterlaksanaan model pembelajaran *Problem Based Learning* berbantuan *PC Building Simulator* pada materi Sistem Komputasi; (2) Mengetahui pengaruh model *Problem Based Learning* terhadap hasil belajar siswa; dan (3) Mengetahui respon siswa terhadap penerapan model tersebut. Penelitian ini menggunakan metode kuantitatif dengan desain *true experimental* jenis *Pretest–Posttest Control Group Design*. Populasi penelitian adalah seluruh siswa kelas X SMA Negeri 1 Bangkalan. Teknik pengumpulan data menggunakan tes hasil belajar, lembar observasi, dan angket respon siswa. Hasil penelitian menunjukkan bahwa: (1) Keterlaksanaan pembelajaran masuk dalam kategori “Sangat Baik” dengan persentase aktivitas guru sebesar 99,64% dan siswa sebesar 90,12%; (2) Terdapat pengaruh signifikan model *Problem Based Learning* berbantuan *PC Building Simulator* terhadap hasil belajar siswa, dibuktikan melalui uji *Independent Sample T-Test* dengan nilai $t_{hitung} = 6,9612$ lebih besar dari $t_{tabel} = 1,9977$ pada taraf signifikansi 0,05; dan (3) Respon siswa terhadap pembelajaran berada pada kategori “Sangat Baik” dengan persentase 94,69%.

Kata Kunci: *Problem Based Learning*, *PC Building Simulator*, hasil belajar, Sistem Komputasi.

Aprilia Maharani. 2026. *The Effect of Implementing the Problem Based Learning Model Assisted by PC Building Simulator on Students' Learning Outcomes in the Computer System Material*. Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunodjoyo Madura. Supervisor Dr. Sigit Dwi Saputro, S.Pd., M.Pd.

ABSTRACT

This study aims to: (1) describe the implementation of the Problem Based Learning model assisted by PC Building Simulator in the Computer System material; (2) determine the effect of the Problem Based Learning model on students' learning outcomes; and (3) determine students' responses toward the implementation of the model. This research employed a quantitative method with a true experimental design of the Pretest–Posttest Control Group Design type. The population consisted of all tenth-grade students of SMA Negeri 1 Bangkalan. Data were collected through learning outcome tests, observation sheets, and student responses questionnaires. The results showed that: (1) the implementation of the learning model fell into the “Very Good” category with teacher activity percentage of 99.64% and student activity percentage of 90.12%; (2) there was a significant effect of the Problem Based Learning model assisted by PC Building Simulator on students' learning outcomes, as evidenced by the Independent Sample T-Test with a calculated t-value of 6.9612, which was greater than the t-table value of 1.9977 at a significance level of 0.05; and (3) students' responses to the learning model were categorized as “Very Good” with a percentage of 94.69%.

Keywords: *Problem Based Learning, PC Building Simulator, learning outcomes, Computer Systems.*