

Universitas Ngudi Waluyo
Program Studi S1 PGSD, Fakultas Komputer dan Pendidikan
Skripsi, Januari 2022
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**KEEFEKTIFAN MODEL *PROBLEM BASED LEARNING* BERBASIS
KONTEKSTUAL MENGGUNAKAN *QR-CODE* UNTUK MENINGKATKAN
KEMAMPUAN PEMECAHAN MASALAH SISWA KELAS IV SD NEGERI
TUNTANG 03**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui keefektifan model *problem based learning* berbasis kontekstual menggunakan *QR Code* untuk meningkatkan kemampuan pemecahan masalah. Jenis penelitian ini adalah eksperimen dengan bentuk *nonequivalent control group design*. Populasi dalam penelitian ini seluruh siswa SDN Tuntang 03, lalu sampel penelitiannya adalah kelas IV SDN Tuntang 03. Teknik analisis data dengan uji normalitas, uji homogenitas, uji regresi, uji *independent sample t test* dan uji *paired sample t test*. Hasil penelitian menunjukkan: (1) Terdapat perbedaan penggunaan model *problem based learning* berbasis kontekstual menggunakan *QR Code* pada kelas eksperimen dan model *problem based learning* berbasis kontekstual pada kelas kontrol untuk meningkatkan kemampuan pemecahan masalah, dibuktikan dengan taraf signifikansi $0,000 < 0,05$ menggunakan uji *independent sample t test* (2) Terdapat pengaruh penggunaan model *problem based learning* berbasis kontekstual menggunakan *QR Code* untuk meningkatkan kemampuan pemecahan masalah, dibuktikan dengan taraf signifikansi $0,000 < 0,05$ menggunakan uji regresi (3) Model pembelajaran *problem based learning* berbasis kontekstual menggunakan *QR Code* mampu meningkatkan kemampuan pemecahan masalah, dibuktikan dengan taraf signifikansi yaitu $0,000 < 0,05$ menggunakan uji *paired sample t test*. Kesimpulan penelitian yaitu model *problem based learning* berbasis kontekstual menggunakan *QR Code* efektif dalam meningkatkan kemampuan pemecahan masalah siswa.

Kata Kunci: *problem based learning*, kontekstual, *QR Code*, pemecahan masalah

Ngudi Waluyo University

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Final Project, January 2022

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ABSTRACT

This purpose of this research was to know the effectiveness of the contextual problem based learning model using QR Code to improve the student's problem solving ability of the fourth grade students in SDN Tuntang 03. The type of this research was an experiment with a nonequivalent control group design. The population in this research was all students in Public Elementary School Tuntang 03, and the research sample was the 4th-grade students in Public Elementary School Tuntang 03. The data was analyzed by normality test, homogeneity test, simple linear regression test, independent sample t test, and paired sample t test. The result resulted: (1) There was a difference of the used of the contextual problem based learning model using QR Code and the contextual problem based learning, proven by the level of significance was $0,000 < 0,05$ used independent sample t test (2) There is an effect of the contextual problem based learning model using QR Code to improve the student problem solving ability, proven by the level of significance was $0,000 < 0,05$ used simple linear regression test (3) The contextual problem based learning model using QR Code can improve the student's problem solving ability, proven by the level of significance was $0,000 < 0,05$ used paired sample t test. Based on research result, then obtained the conclusion is the contextual problem based learning model using QR Code effectiv to improve the student's problem solving ability.

Keywords: *problem based learning, contextual, QR Code, problem solving*

