

PERBEDAAN KREATIVITAS, MOTIVASI, DAN HASIL BELAJAR MELALUI PENERAPAN MODEL PBL BERBANTUAN MEDIA AUDIO VISUAL PADA MATA PELAJARAN *FRONT OFFICE*

ABSTRAK

Penelitian ini bertujuan untuk mengetahui perbedaan kreativitas, motivasi, dan hasil belajar melalui penerapan model PBL berbantuan media audio visual pada mata pelajaran *front office*. Metode penelitian ini adalah kuantitatif dengan rancangan penelitian yaitu *one group pretest-posttest design*. Teknik sampling yaitu *total sampling*. Responden dalam penelitian ini adalah siswa kelas XI Akomodasi Perhotelan 1 di SMK Wira Harapan yang berjumlah 36 orang. Hasil penelitian ini menunjukkan bahwa telah terjadi peningkatan, pada *pretest* kreativitas diperoleh rerata sebesar 74.54, sedangkan pada *posttest* diperoleh rerata sebesar 87.65. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan skor sebesar 13.11. Pada *pretest* motivasi diperoleh rerata sebesar 102.89, sedangkan pada *posttest* diperoleh rerata sebesar 132.47. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan skor sebesar 29.58. Pada *pretest* hasil belajar diperoleh rerata sebesar 74.78, sedangkan pada *posttest* diperoleh rerata sebesar 86.08. Dari hasil pengukuran tersebut secara deskriptif terdapat peningkatan skor sebesar 11.30. Hasil uji *paired sample t-test* yang membandingkan antara *pretest-posttest* kreativitas menunjukkan signifikansi sebesar $0.000 < 0.05$ sehingga dapat disimpulkan bahwa terdapat perbedaan kreativitas melalui penerapan model PBL berbantuan media audio visual. Pada motivasi menunjukkan signifikansi sebesar $0.000 < 0.05$ sehingga dapat disimpulkan bahwa terdapat perbedaan motivasi melalui penerapan model PBL berbantuan media audio visual. Pada hasil belajar menunjukkan signifikansi sebesar $0.000 < 0.05$ sehingga dapat disimpulkan bahwa terdapat perbedaan hasil belajar melalui penerapan model PBL berbantuan media audio visual.

Kata kunci: kreativitas, motivasi, hasil belajar, PBL (*Problem Based Learning*), media audio visual.

**DIFFERENCES IN CREATIVITY, MOTIVATION, AND LEARNING
OUTCOMES THROUGH THE APPLICATION OF PBL MODELS
ASSISTED BY AUDIO VISUAL MEDIA IN FRONT OFFICE SUBJECTS**

ABSTRACT

This study aims to determine the differences in creativity, motivation, and learning outcomes through the application of PBL models assisted by audio visual media in front office subjects. This research method is quantitative with a research design that is one group pretest-posttest design. The sampling technique is total sampling. Respondents in this study were students of class XI Hospitality Accommodation 1 at SMK Wira Harapan totalling 36 persons. The results of this study indicate that there has been an increase, in the pretest creativity obtained an average of 74.54, while in the posttest obtained an average of 87.65. From the results of these measurements descriptively there is an increase in score of 13.11. In the motivation pretest, an average of 102.89 was obtained, while in the posttest an average of 132.47 was obtained. From the results of these measurements descriptively there was an increase in score of 29.58. In the pretest, the learning outcomes obtained an average of 74.78, while in the posttest obtained an average of 86.08. From the results of these measurements descriptively there was an increase in score of 11.30. The paired sample t-test results comparing the pretest-posttest of creativity showed a significance of $0.000 < 0.05$ so it can be concluded that there are differences in creativity through the application of the PBL model assisted by audio-visual media. On motivation shows a significance of $0.000 < 0.05$ so it can be concluded that there are differences in motivation through the application of PBL models assisted by audio visual media. In learning outcomes shows a significance of $0.000 < 0.05$ so it can be concluded that there are differences in learning outcomes through the application of PBL models assisted by audio visual media.

Keywords: creativity, motivation, learning outcomes, PBL (Problem Based Learning), audio visual media.