

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui peningkatan kreativitas dan motivasi belajar melalui penerapan model pembelajaran *Project Based Learning* dengan tepung sukun sebagai media alternatif pembuatan *cookies*. *Project Based Learning* merupakan model pembelajaran yang menggunakan media proyek/kegiatan. SMK Negeri 3 Tabanan merupakan salah satu Sekolah Menengah Kejuruan atau SMK Negeri di Kabupaten Tabanan yang berada di Jalan Khayangan, Bantas, Selemadeg Timur, Tabanan Bali. Penelitian yang digunakan adalah Penelitian Tindakan Kelas yang dilakukan melalui Siklus I dan Siklus II. Sampel dalam penelitian ini adalah siswa kelas XI Kuliner A di SMK Negeri 3 Tabanan. Teknik pengumpulan sampel yang digunakan yaitu kuesioner. Teknik analisis data yang digunakan adalah deskriptif kualitatif. Hasil penelitian pada siklus I motivasi intrinsik dan ekstrinsik memperoleh persentase rerata sebesar 65,84% dan 67,51%, pada siklus II mengalami peningkatan dengan persentase rerata 94,15% dan 95,61%. Pada berpikir kreativitas siswa siklus I memperoleh persentase rerata sebesar 52,73% mengalami peningkatan sebesar dengan persentasi rerata 90,96% pada Siklus II. Berdasarkan hasil penelitian, maka penerapan model pembelajaran *project based learning* mampu meningkatkan kreativitas dan motivasi belajar siswa pada mata pelajaran produk *pastry* dan *bakery*.

Kata Kunci: model pembelajaran *project based learning*, kreativitas dan motivasi belajar

ABSTRACT

The objective of this study was to ascertain the extent to which creativity and learning motivation can be enhanced by implementing the project-based learning paradigm, utilizing breadfruit flour as a substitute medium for producing cookies. Project-Based Learning (PBL) is an educational approach that use project or activity-based methodologies as a means of instruction. SMK Negeri 3 Tabanan is a vocational high school situated in Tabanan Regency, specifically on Jalan Khayangan, Bantas, Selemadeg Timur, Tabanan Bali. It falls within the category of state vocational schools within the region. The study employed a classroom action research methodology, which involved the implementation of two cycles of data collection and analysis. The participants in this study consisted of students enrolled in the XI Culinary A class at SMK Negeri 3 Tabanan. The employed method for sample collection involved the administration of a questionnaire. The employed methodology for data analysis is descriptive-qualitative in nature. During the first cycle, the average percentages for intrinsic and extrinsic motivation were 65.84% and 67.51% respectively. In the second cycle, these percentages improved to an average of 94.15% and 95.61% respectively. When considering the student creativity cycle, an average percentage of 52.73% was achieved, which subsequently had an average increase of 90.96% in Cycle II. The findings of the study indicate that the implementation of the project-based learning model has the potential to enhance student creativity and enthusiasm to learn in the context of pastry and bakery product disciplines.

Keywords: *project-based learning, creativity, learning motivation*