

ABSTRAK

Disa Ramadhani: Pengaruh Model Pembelajaran *Creative Problem Solving* Berbantuan Media Articulate Storyline 3 Terhadap Kemampuan Berpikir Kreatif Matematis Siswa Sekolah Menengah Pertama. **Program Studi Pendidikan Matematika FKIP Universitas Malikussaleh, 2025.**

Rendahnya kemampuan berpikir kreatif matematis siswa menjadi fokus utama dalam penelitian ini. Permasalahan tersebut teridentifikasi melalui wawancara dan observasi yang menunjukkan bahwa siswa masih mengalami kesulitan dalam menyelesaikan soal-soal yang menuntut kemampuan berpikir kreatif. Sebagai solusi, diterapkan model pembelajaran *Creative Problem Solving* (CPS) berbantuan media Articulate Storyline 3 yang bertujuan mendorong keterlibatan aktif siswa dalam proses pembelajaran. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Creative Problem Solving* (CPS) berbantuan media Articulate Storyline 3 terhadap kemampuan berpikir kreatif matematis siswa. Pendekatan yang digunakan adalah kuantitatif dengan *quasi experimental* dan desain *Non-Equivalent Control Group Design*. Sampel penelitian terdiri dari dua kelas VII di SMP Negeri 2 Dewantara, yaitu kelas VII-A sebagai kelas eksperimen dan kelas VII-B sebagai kelas kontrol. Instrumen penelitian berupa tes kemampuan berpikir kreatif matematis dan lembar observasi guru dan siswa. Analisis data dilakukan menggunakan uji non-parametrik *Mann Whitney*. Hasil analisis menunjukkan bahwa nilai signifikansi *Asymp. Sig. (2-tailed)* sebesar $0,001 < 0,05$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh yang signifikan dari model pembelajaran CPS berbantuan Articulate Storyline 3 terhadap kemampuan berpikir kreatif matematis siswa. Model ini mampu memfasilitasi siswa dalam mengeksplorasi ide, berpikir alternatif, dan mengembangkan strategi penyelesaian masalah secara lebih terbuka. Oleh karena itu, model CPS berbantuan media interaktif dapat disajikan sebagai alternatif pembelajaran yang relevan dalam konteks pembelajaran matematika di tingkat SMP.

Kata Kunci: *Model Pembelajaran, Creative Problem Solving, Articulate Storyline 3, Kemampuan Berpikir Kreatif Matematis*

ABSTRACT

Disa Ramadhani: *The Effect of the Creative Problem Solving Learning Model Assisted by Articulate Storyline 3 Media on Junior High School Students Mathematical Creative Thinking Ability. Mathematics Education Study Program, FKIP, Universitas Malikussaleh, 2025.*

The low ability of students' mathematical creative thinking is the main focus of this study. This problem was identified through interviews and observations which showed that students still had difficulty in solving problems that required creative thinking skills. As a solution, the Creative Problem Solving (CPS) learning model assisted by Articulate Storyline 3 media was applied which aims to encourage active student involvement in the learning process. This study aims to determine the effect of the Creative Problem Solving (CPS) learning model assisted by Articulate Storyline 3 media on students' mathematical creative thinking skills. The approach used was quantitative with quasi-experimental and Non-Equivalent Control Group Design. The research sample consisted of two classes VII at SMP Negeri 2 Dewantara, namely class VII-A as the experimental class and class VII-B as the control class. The research instruments were in the form of a mathematical creative thinking ability test and teacher and student observation sheets. Data analysis was carried out using the Mann Whitney non-parametric test. The results of the analysis showed that the significance value of Asymp. signature. (2-tailed) of $0,001 < 0,05$, so H_0 is rejected and H_1 is accepted. Thus, it can be concluded that there is a significant influence of the CPS learning model assisted by Articulate Storyline 3 on students' mathematical creative thinking skills. This model is able to facilitate students in exploring ideas, thinking alternatively, and developing problem-solving strategies more openly. Therefore, the CPS model assisted by interactive media can be presented as a relevant learning alternative in the context of mathematics learning at the junior high school level.

Keywords: Learning Model, Creative Problem Solving, Articulate Storyline 3, Mathematical Creative Thinking Ability