

ABSTRACT

Irma Suryani, 2021. *Contribution of Creativity and Independence to Student Learning Outcomes in the X-Class Digital Communication Simulation Subject of the Tourism Department at SMK Negeri 2 Bukittinggi*

The result of students learning outcomes toward Digital communication Simulation Subjects in grade X showed that there were still many students that have not reached the KKM yet. This research aims to measure the contribution of creative learning and independent learning to students' learning outcomes on digital communication simulations subjects in grade X majoring Tourism at SMK 2 Bukittinggi.

This research is quantitative using correlational approach with the population of 287 students from grade X SMK 2 Bukittinggi. The sampling in this research was conducted by taking 20% of the amount population that were 57 respondents. The instrument of data collection used Likert Scale with questionnaires and the technique of data analysis used simple regression and double regression.

The result showed that : (1) Creative learning contributes to the result of students' learning outcomes in grade X at SMKN 2 Bukittinggi on Digital Communication Simulation Subjects for about 32,4%. (2) Independent learning contributes to the result of students' learning outcomes in grade X at SMKN 2 Bukittinggi on Digital Commincation Simulation subjects for about 42,7%. (3) learning creativity and learning independence contribute together to the learning outcomes of class X students in digital communication simulation subjects at SMKN 2 Bukittinggi by 49,5%. It can be concluded that both creative learning and independent learning contribute to the result of students leaning outcomes on digital communication simulation subjects in grade X at SMKN 2 Bukittinggi.

Keywords: *Learning Creativity, Learning Independence, Learning Outcomes.*

ABSTRAK

Irma Suryani, 2021. Kontribusi Kreativitas dan Kemandirian terhadap Hasil Belajar Siswa pada Mata Pelajaran Simulasi Komunikasi Digital Kelas X Jurusan Pariwisata di SMK Negeri 2 Bukittinggi. Tesis Pascasarjana Kejuruan Fakultas Teknik Universitas Negeri Padang.

Hasil belajar siswa pada pelajaran simulasi komunikasi digital kelas X masih banyak yang belum mencapai KKM. Penelitian ini bertujuan untuk mengukur kontribusi kreativitas dan kemandirian terhadap hasil belajar siswa pada mata pelajaran simulasi komunikasi digital kelas X Jurusan Pariwisata di SMK Negeri 2 Bukittinggi.

Jenis penelitian adalah kuantitatif dengan pendekatan korelasional. Populasi penelitian ini adalah seluruh siswa kelas X di SMKN 2 Bukittinggi jumlah 287 orang. Pengambilan sampel dalam penelitian ini dilakukan secara mengambil 20% dari jumlah populasi yaitu 57 responden. Instrumen pengumpulan data menggunakan kuisioner menggunakan Skala Likert, teknik analisis data diantaranya regresi sederhana dan regresi berganda.

Hasil penelitian menunjukkan bahwa (1) kreativitas belajar berkontribusi terhadap hasil belajar siswa kelas X mata pelajaran simulasi komunikasi digital di SMKN 2 Bukittinggi sebesar 32,4%. (2) kemandirian belajar berkontribusi terhadap hasil belajar siswa kelas X mata pelajaran simulasi komunikasi digital di SMKN 2 Bukittinggi sebesar 42,7% dan (3) kreativitas belajar dan kemandirian belajar berkontribusi bersama-sama terhadap hasil belajar siswa kelas X mata pelajaran simulasi komunikasi digital di SMKN 2 Bukittinggi sebesar 49,5%. Hasil ini dapat disimpulkan bahwa kreativitas belajar dan kemandirian belajar berkontribusi bersama-sama terhadap hasil belajar siswa kelas X mata pelajaran simulasi komunikasi digital di SMKN 2 Bukittinggi.

Kata Kunci: Kreativitas Belajar, Kemandirian Belajar, Hasil Belajar.