

# Project Based Learning as a Learning Model to Improve Social Skills and Student Creativity

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**Abstract:** This research was created by Annida Erin MiftakulCahyani at SMKN Wonosari entitled Project Based Learning Integrating STEM in E-Modules Against Student Creativity in Vocational School, then by Dwi Wahyu Nuryati under the title Project Based Learning Influence on Creativity of Students in Pandemic Period, the third Zakia Ismuwardani implementation of Project Based Learning Model to Increased Creativity and Self-Reliance of Students on Poetry Writing Skills, the fourth Iman hermanto titled The Effectiveness of Project-based Learning Model to Develop Students' Social Skills, then by A.A. Sagung Paramita Ari Putri ysnq titled Traditional Game "Bakiak" Assisted Project-Based Learning Model Influences Students' Social Skills and finally by Anis Shofatun, Integrated IPA Learning using project based learning is able to train academic and social skills of junior high school students. The data was collected by researchers with observations, documentation studies, interviews and others. And all the results of the research sought by the authors show that through the Project Based Learning model is able to improve the Creativity and Social Skill (Social Skills) of students.

**Keywords:** Creativity, project based learning, Social Skill

## 1. Introduction

The benchmark of a nation's progress is seen from its education, so it should be in line with the development and demands of the times so that it can be a successful person in and ready to compete in the 21<sup>st</sup> century (Insyasiska, Zubaidah, & Susilo, 2015). In order to prepare qualified human resources and be able to have the relevant skills according to the needs, then the world of education has a tough challenge (Hartini, Misbah, Zainuddin, Arifuddin, Miriam, Mahtari, & Dewantara, 2017; Suyidno, Dewantara, Nur, & Yuanita, 2017). Because the world of education not only provides knowledge but also must guide and provide creativity skills to students in hopes of competing and surviving in the world of work (Kurnia, Zainuddin, & Mahardika, 2016).

Different types of goals that must be achieved by students, such as thinking skills, social skills, Psychomotor skills, and skills Process. The learning curriculum also aims to improve quality in imagination and creativity; values humanitarian, developing, Potential someone, develop critical thinking, and develop private committed people and responsible (Zhou, 2005).

(Erna Pujiasih 2020) Educators must have the skills to design learning to be useful and meaningful, because teachers are the main center of success and achievability of the golden generation, Indonesia, 2045. That is Quality and quality.

In solving the problem, it is necessary to conduct effective learning activities in shaping students in order to learn independently without forgetting the cognitive, affective and psychomotor aspects, one of which is to use project-based learning. Project-based learning is an innovative learning approach, emphasizing contextual learning through the complex activities of Thomas, (2000) and Kamdi (2007). Yuliana (2020) explained that project based learning is an

appropriate learning model for learning from home as students are invited to cooperate, be independent, investigate, and use evaluations tailored to the student's situation.

Slameto (2015) suggests that students can be creative if they experience fun learning, feel valued, engage actively in learning, feel free to discuss problems, and face real problems.

*Project based learning can* provide participation in the development of motivation and self-interest, student creativity, communication skills with others, responsibilities, social skills, problem solving skills, and cooperation. In addition, students participating in *project based learning* are given authentic projects that aim to help students create ideas that have been given and how these ideas apply to the real world (Shin, 2018).

With the use of project based learning models in various research in children to develop social skills and creativity children will certainly be more useful than using conventional learning models that have been done a lot. With the development of project based learning models in various studies, teachers are able to learn more meaningfully. Based on what has been described above, there needs to be a relevant research to improve students' social skills and creativity by using the project based learning model.

## 2. Research Methods

In the research obtained by the authors using qualitative research methods. Data collection techniques are performed by searching through Google Scholar. And searched through the keyword "Project Based Learning to improve .social and skills. Students" creativity. From the 10 research journals obtained, the authors chose 6 journals because they meet the criteria that the authors want, namely: there is research done

by researchers on project based learning models to improve students' social skills and creativity with clear methods, types of research, research techniques, data collection techniques and also the results of the study.

### 3. Results and Discussions

In this journal, the author gets journals with relevant research that meet the criteria desired by the author, namely: in the journal there is a project based learning model to improve the social skills and creativity of students with clear methods, in addition to methods also there are types of research, research techniques, data collection techniques and also research results. From these criteria, the author found 6 journals containing all the criteria:

2	Dwi Wahyu Nuryati , Siti Masitoh , FajarArianto	2020	The Effect of Project Based Learning on The Creativity of Students in Pandemic Period
3	ZakiaIsmuwardani, AgusNuryatin, MukhDoyin	2019	Implementation of Project Based Learning Model to Increased Creativity and Self-Reliance of Students on Poetry Writing Skills
4	Faith hermanto, Sarwi, Amin Yusuf	2019	The Effectiveness of Project-based Learning Model to Develop Students' Social Skills
5	A.A. Sagung Paramita Ari Putri1,I WayanSujana	2020	Traditional Game "Clogs" Assisted Project-Based Learning Model Influences Students' Social Skills
6	Anis Shofatun, Muslimin Ibrahim, Wasis	2016	Integrated IPA learning through project based learning in training academic and social skills of junior high school students

#### Percentage Table Improves Students' Social Skills and Creativity with Project Based Learning Model

No	Researcher's Name	Research Year	Journal Title
1	Annida Erin MiftakulCahyani, TantriMayasari, MislanSasono	2020	Effectiveness of E-Module Project Based Learning Integrates STEM Against The Creativity of Vocational School Students

1) Effectiveness of E-Module Project Based Learning Integrating STEM Towards Creativity of Vocational School Students

Researcher's Name	Results Before Research	Results After Research
Annida Erin MiftakulCahyani, TantriMayasari, MislanSasono	students have difficulty in the learning process of physics because the learning strategies used are limited, the learning model used by teachers results in students easily getting bored in the learning process but with the model used by the student teacher has a copy of the material that can be used in the independent learning process, the absence of models and modules that increase the creativity of students, the absence of modules integrated with the STEM realm by hooking up projects in daily life	In this study conducted in class X Multimedia 1 SMKN Wonoasri, obtained the results of the effectiveness of e-module <i>Project Based Learning</i> integrated STEM in a moderate category. This is because it is caused by various sides, namely the lack of maximum time in research. Further research and development is needed to improve the <i>E-Module Project Based Learning</i> integrated STEM to be more effective if applied in learning

2) The Influence of Project Based Learning on The Creativity of Students in Pandemic Period

Researcher's Name	Results Before Research	Results After Research
Dwi Wahyu Nuryati., Siti Masitoh., FajarArianto 3.	Educators at the time of assigning assignments to students get batik motif images, giving assessments made by students only monotonously. Karaya produced by students is still much the same as the example that has been given, teachers in the strategy of conveying learning in the classroom have not been in accordance with existing learning strategies so that there is no goal of learning, then there needs to be a proper learning strategy or relevant learning model, and students are able to create something new that corresponds to the KD or learning theme, students more exemplify given by teachers and information from various resources they obtain.	Through online learning using <i>project based learning</i> strategy, students have an average score of 10.20 in the creation of batik motif design, students are better able to create something no longer imitating examples and assessment of results that are quite better. when .compared to. conventional learning.

3) Implementation of Project based learning. Model to I don't want to be a Creativity and Self-Reliance of Students on Poetry Writing Skills

Researcher's Name	Results Before Research	Results After Research
Zakia Ismuwardani, Agus Nuryatin, MukhD oyin	Students tend to be passive in learning electrochemical materials, They like to listen to information from teachers and take notes. They only make use of some learning resources such as chemistry books or e-books. Teachers also implement discussion methods to explore students' understanding and activities	Student creativity is increased through the implementation of project-based learning as evidenced by the development of learning media: playback media, videos, "charta", or kits as a representation of the concept of volta cells and electrolysis that they understand.

4) The Effectiveness of Project-based Learning Model to Develop Students' Social Skills

Researcher's Name	Results Before Research	Results After Research
Faith hermanto, Sarwi, Amin Yusuf	IPA learning in general is still done by lecture and drilling methods to complete the learning and achieve the targeted grades for national exams. Students only memorize science, but do not attempt to conduct scientific processes to develop their processing skills related to the skills of 4Cs, especially in grade IV students sdn 1 Panongan and SDN 1 Sedonglor.	The learning process using project-based is able to develop the social skills of grade IV students SDN 1 Sedonglor and SDN 1 Panongan

5) Traditional Game "Clogs" Assisted Project-Based Learning Model Influences Students' Social Skills

Researcher's Name	Results Before Research	Results After Research
A.A. Sagung Paramita Ari Putri1., I WayanSujana	The development of children's social skills is still not optimal, the learning model in the classroom is still less varied including in the selection of media and communication of students with others is still lacking and resulting in the learning process is still monotonous and less attractive throughout grade V students of SD Negeri 201 in Cluster VII Sukawati Sub-district	There is a significant difference between social skills after learning and traditional clogs-assisted learning compared to conventional media. This is seen from the benefits of using traditional project-based clogs in the learning process to positively affect students' social skills

6) Learning Integrated IPA through project based learning in train academic and social skills students, junior high school

Researcher's Name	Results Before Research	Results After Research
Anis Shofatun, Muslimin Ibrahim, Wasis	In the learning process in grade VII F SMP Muhamadiyah 12 GKB Gresik which numbered 31 students, the absorption of students is still very low in the material, this is due to some things such as the learning process in the classroom tends to still be monotonous and less attractive by teachers, so it is less involved in students and less motivating students. The dominance of teachers is still apparent which results in students not being able to develop in learning and not providing experience to students in solving a problem.	With the Use of Project Based Learning model students are more likely to be skilled in academics, including being able to organize materials, plan skills, perform and present the projects they create. In addition, students are better trained in social skills, especially when working together and communicating in learning, so that students are more confident in the surrounding environment, and students are able to better understand learning materials and themes, as well as students able to produce a work based on student creativity.

4. Discussion

The findings made by Annida Erin Miftakul Cahyani (2020:15-22) show that effectiveness of e-module *Project based Learning Integrate STEM* category moderate, means it can increase the creativity of students and student learning outcomes even though it has not been significantly with n-gain of 0.40.

In addition, there is research that also supports research from Annida Erin MiftakulCahyani to increase student creativity, namely research conducted by Dwi Wahyu Nuryati conducted in grade VIII SMPN Mojokerto with 60 research subjects. It concluded that the assessment of students' creativity online scored an average of 10.20 increased compared to conventional learning which had an average score of 9.00, students were more likely to be creative in problem solving and able to produce work that was not the same as that of others.

The 3rd result of Zakia Ismuwardani's study (2020:58-63) subjects in this study were grade IX students at SMP Negeri 36 Medan consisting of 28 students. Out of 4 cycles conducted by researchers found that the project based learning model supports student creativity, Students are trained in designing a product, are able to come out many ideas and ideas, are able to think originally, have skills in asking and answering questions, have the ability to solve problems in the form of creating a product.

Furthermore, the research conducted by Iman hermanto (2019:173-180) is titled "The Effectiveness of Project-based Learning Model to develop Students' Social Skills". In this

journal, researchers conducted class action research with grade IV students at SDN 1 Sedonglor and SDN 1 Panongan Goddess. Sartika is 72 students. At stage 1 peer-related skills received a positive response from students. In pretest, 74%; while in posttest by 90%, there is an increase in this indicator. Similar results were found in the second indicator, namely self-management skills. Student response increased from 80% to 89%. In the third indicator, the academic skills of positive response at the time of pretest 77% while in the posttest indicator increased to 92% meaning there was an increase. In addition, the fourth indicator score of compliance skills increased from 79% to 94%. The fifth indicator, task skills, obtained an 81% positive response during the pretest and 90% during the posttest. That is, there has been a slight improvement in students' social skills on this indicator. Based on this it is concluded that project based learning can increase students' interest as well as students' social skills.

In A.A. Sagung Paramita Ari Putri's study titled Traditional Game "Bakiak" Assisted Project-Based Learning Model Influences Students' Social Skills (2020:473-482) Data collection conducted by researchers is done by observation method is done by conducting assessment through direct and systematic observation. This research uses participatory observations, in which case the observer participates in the environmental situation in which the research is conducted. Itis concluded that traditional clogs-assisted learning models have a positive influence on students' social skills. This is not separated from the advantages of traditional learning models of clogs assisted by project learning models. The advantages are: 1) this model can enhance student cooperation in groups; 2) this model increases student

tolerance and sportsmanship; 3) this model also makes the learning atmosphere more interesting and enjoyable because the learning process is not only indoors but also outdoors; 4) This model also makes students develop problem solving skills by creating clogs with their groups. Based on the advantages of this model, this model can be used as an option to be applied in schools and in classrooms based on the characteristics of the model.

The last study conducted by Anis Shofatun with the title Of Integrated IPA Learning through a project based learning in training academic and social skills of junior high school students (2016:1150-1158), where researchers conducted research on students of grade VIIF SMP Muhammadiyah 12 GKB Gresik where researchers develop learning devices. And from the research conducted can be concluded with the use of project-based learning (PjBl) able to train various academic skills students such as skills in organizing materials, Skills plan, implement and report project assignments and work skills, Project-based learning (PjBL) can also train students' social skills, especially on cooperation and communication skills so that students are able to live cooperatively and confidently in living with the environment, and Project-based learning (PjBL) can improve students' understanding especially in consolidating knowledge integrating some related concepts through real work creativity products are created.

## 5. Conclusion

Project based Learning model is able to increase the creativity and social skills of students in learning, in the researches that have been listed by students to increase their creativity and social skills when learning using the Project based Learning model. So the role of teachers is very important, teachers must be able to use and develop learning models that are able to increase the creativity and social skills of students in learning so that the learning process becomes more meaningful.

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