

## **ABSTRAK**

*Mubarok, Khamdan, 2022, Efektivitas Model Project Based Learning berbantuan Tiktok Untuk Meningkatkan Literasi Digital Siswa Kelas V SD Negeri Sedesa Galuhtimur, Program Studi Pendidikan Guru Sekolah Dasar, Universitas Peradaban, Dr. Winarto, M.Pd.*

Kata Kunci : *Project Based Learning*, Tiktok, Literasi Digital.

Penelitian ini bertujuan untuk mengetahui keefektifan model project based learning berbantuan tiktok dalam meningkatkan literasi digital siswa sekolah dasar di SD N Galuhtimur. Penelitian ini menggunakan pendekatan kuantitatif dengan menggunakan *Quasi-experimental Design* dengan model *Non-Equivalent Control Group Design*. Sampel yang digunakan adalah *random sampling*. Pengumpulan data menggunakan, angket observasi, dan dokumentasi. Instrumen penelitian berupa angket yang divalidasi dengan menggunakan validasi konstruk. Analisis data menggunakan uji prasyarat, uji keseimbangan dan uji hipotesis. Hasil penelitian menunjukkan bahwa terdapat peningkatan literasi digital terhadap siswa dengan menggunakan model *project based learning* berbantuan tiktok dalam pembelajaran. Hal ini dibuktikan dengan adanya perbedaan hasil posttest antara kelas kontrol dan kelas eksperimen, nilai posttest kelas eksperimen dan kelas kontrol diperoleh sebesar 2,804 dan sebesar 2,030 ( $2,804 > 2,030$ ). Hal ini menunjukkan bahwa H<sub>0</sub> diterima artinya terdapat perbedaan nilai posttest kelas eksperimen dan kelas kontrol.

## **ABSTRACT**

*Mubarok, Khamdan, 2022, Effectiveness of Tiktok-assisted Project Based Learning Models to Improve Digital Literacy for Fifth Grade Students at Galuhtimur State Elementary School, Elementary School Teacher Education Study Program, University of Civilization, Dr. Winarto, M.Pd.*

Keywords: Project Based Learning, Tiktok, Digital Literacy.

This study aims to determine the effectiveness of the Tiktok-assisted project based learning model in improving the digital literacy of elementary school students at SD N Galuhtimur. This study uses a quantitative approach using a Quasi-experimental Design with a Non-Equivalent Control Group Design model. The sample used is random sampling. Collecting data using observation questionnaires, and documentation. The research instrument was a questionnaire which was validated using construct validation. Data analysis using prerequisite test, balance test and hypothesis testing. The results showed that there was an increase in digital literacy for students by using a project-based learning model assisted by tiktok in learning. This is evidenced by the difference in the results of the posttest between the control class and the experimental class, the posttest value of the experimental class and control class was obtained at 2.804 and 2.030 ( $2.804 > 2.030$ ). This shows that H<sub>0</sub> is accepted, meaning that there are differences in the posttest scores of the experimental class and the control class.