

DAFTAR PUSTAKA

- A. Syahid Robbani, U. K. (2021). European Journal of Educational Research. *European Journal of Educational Research*, 11(1), 69–81.
- A Baron, Robert & Byrne, D. (2003). *Psikologi Sosial Jilid I*. Erlangga.
- Abu Ahmadi, A. & S. W. (2008). *Psikologi belajar*. PT.Bhineka Cipta.
- Agnew, P. W., Kellerman, A. S. & Meyer, M. J. (1996). *Multimedia in the classroom*.
- Agustien, R. (2018). Pengembangan Media Pembelajaran Video Animasi Dua Dimensi Situs Pekauman di Bondowoso Dengan Model Addie Mata Pelajaran Sejarah Kelas X IPS. *Jurnal Edukasi*, 1.
- Agustien, R., Umamah, N., & Sumarno, S. (2018). Pengembangan Media Pembelajaran Video Animasi Dua Dimensi Situs Pekauman di Bondowoso Dengan Model Addie Mata Pelajaran Sejarah Kelas X IPS. *Jurnal Edukasi*, 5(1), 19. <https://doi.org/10.19184/jukasi.v5i1.8010>
- Albert Bandura. (1998). Albert Bandura Self-Efficacy: The Exercise of Control. In *Contemporary Psychology* (Vol. 43, Issue 9, pp. 601–602).
- Amaliyah, A., Uyun, N., Deka Fitri, R., & Rahmawati, S. (2022). Analisis Kesulitan Belajar Siswa Pada Materi Geometri. *Jurnal Sosial Teknologi*, 2(7), 659–654. <https://doi.org/10.59188/jurnalsostech.v2i7.377>
- Amidi, & Zahid, M. Z. (2016). Membangun Kemampuan Berpikir Kreatif Matematis Dengan Model Pembelajaran Berbasis Masalah Berbantuan E-Learning. *Seminar Nasional Matematika X Universitas Negeri Semarang 2016*, 586–594.
- Amini, R., Setiawan, B., Fitria, Y., & Ningsih, Y. (2019). The difference of students learning outcomes using the project-based learning and problem-based learning model in terms of self-efficacy. *Journal of Physics: Conference Series*, 1387(1). <https://doi.org/10.1088/1742-6596/1387/1/012082>
- Anandari Safaria dan Muhammad Syarwa Sangila, S., Kunci, K., & Kreatif Matematis, B. (2018). Kemampuan Berpikir Kreatif Matematis Siswa Smp Negeri 9 Kendari Pada Materi Bangun Datar. *Jurnal Al-Ta'dib*, 11(2), 73–90.
- Andrews, J. D. W., & Andrews, J. D. W. (1984). Discovery and expository learning compared: Their effects on independent and dependent students. *Journal of Educational Research*, 78(2), 80–89. <https://doi.org/10.1080/00220671.1984.10885578>
- Anggraini, P. D., & Wulandari, S. S. (2020). Analisis Penggunaan Model Pembelajaran Project Based Learning Dalam Peningkatan Keaktifan Siswa. *Jurnal Pendidikan Administrasi Perkantoran (JPAP)*, 9(2), 292–299. <https://doi.org/10.26740/jpap.v9n2.p292-299>
- Annisa Indrawati, F. (2019). Pengaruh Self Efficacy Terhadap Kemampuan Literasi Matematika dan Pembentukan Kemampuan 4C. PRISMA, Prosiding Seminar Nasional Matematika 2. *PRISMA*, 2, 247–267. <https://journal.unnes.ac.id/sju/index.php/prisma/>
- Anwar, M. (2021). Analysis of vocational interests and student's perception of work-based on society 5.0 towards learning outcomes. *JPPI (Jurnal Penelitian Pendidikan Indonesia)*, 7(1), 57–64. <https://doi.org/10.29210/02021845>

- Ariani Wirahayu, Y., Nurwahyuni, G., Rosyida, F., & Soelistijo, D. (2022). The Effect of Hybrid Project-Based Learning Using Animated Videos on Creative Thinking Skills in Senior High School. *KnE Social Sciences*, 330–344. <https://doi.org/10.18502/kss.v7i16.12178>
- Awalia, I., Pamungkas, A. S., & Alamsyah, T. P. (2019). Pengembangan Media Pembelajaran Animasi Powtoon pada Mata Pelajaran Matematika di Kelas IV SD. *Kreano, Jurnal Matematika Kreatif-Inovatif*, 10(1), 49–56. <https://doi.org/10.15294/kreano.v10i1.18534>
- Baidowi, Arif; Sumarmi, A. A. (2015). Pengaruh Model Pembelajaran Berbasis Proyek Terhadap Kemampuan Menulis Karya Ilmiah Geografi Siswa Sma. *Jurnal Pendidikan Geografi*, 20(1), 56.
- Bandura, A. (1997). *Self efficacy: The exercise of control*.
- Bandura, A. (2005). The Evolution of Social Cognitive Theory. In *Great Minds in Management* (pp. 9–35).
- Blumenfeld, P. C., Soloway, E., Marx, R. W., Krajcik, J. S., Guzdial, M., & Palincsar, A. (1991). Motivating Project-Based Learning: Sustaining the Doing, Supporting the Learning. *Educational Psychologist*, 26(3–4), 369–398. <https://doi.org/10.1080/00461520.1991.9653139>
- Branch, R. M. (2004). Problem-Based Learning: What and How Do Students Learn? *Educational Psychology Review*, 16(3), 235–266.
- BSNP. (2006). Kurikulum tingkat satuan pendidikan. In *BSNP Departemen Pendidikan Nasional*.
- Cahyani, N. K. C. (2021). Effectiveness of Project-Based Learning Models in Improving Students' Creativity (A Literature Review). *The Art of Teaching English as a Foreign Language*, 2(1), 73–77. <https://doi.org/10.36663/tatefl.v2i1.107>
- Cahyanti Rukamana, D., Risqi Maharani, H., Ubaidah, N., Matematika, P., Keguruan dan Ilmu Pendidikan, F., Islam Sultan Agung, U., & Author, C. (2020). Identifikasi Kemampuan Berpikir Kreatif Siswa Pada Model Pembelajaran PJBL Dengan Pendekatan STEM. *Prosiding KONFERENSI ILMIAH MAHASISWA UNISSULA (KIMU) 4*.
- Capron Puozzo, I., & Audrin, C. (2021). Improving self-efficacy and creative self-efficacy to foster creativity and learning in schools. *Thinking Skills and Creativity*, 42(October), 100966. <https://doi.org/10.1016/j.tsc.2021.100966>
- Chalim, M. N., Mariani, S., & Wijayanti, K. (2019). Kemampuan Komunikasi Matematis Siswa SMK Ditinjau dari Self Efficacy pada Setting Pembelajaran Project Based Learning Terintegrasi STEM. *PRISMA, Prosiding Seminar Nasional Matematika*, 2, 540–550. <https://journal.unnes.ac.id/sju/index.php/prisma/article/view/29049/12789>
- Chemers, M. M., Hu, L. T., & Garcia, B. F. (2001). Academic self-efficacy and first-year college student performance and adjustment. *Journal of Educational Psychology*, 93(1), 55–64. <https://doi.org/10.1037/0022-0663.93.1.55>
- Creswell, J. W. (2012). *Research Design Pendekatan Kualitatif, Kuantitatif, dan Mixed*. Pustaka Pelajar.
- D.J.Treffinger, G.C. Young, E.C Selby, C. S. (2002). Assessing Creativity: A Guide for Educators. In *Journal of Education and Learning* (Issue December). <http://www.eric.ed.gov/ERICWebPortal/detail?accno=ED505548%0Ahttp://dx.doi.org/10.1007/s41465-016-0002-3>

- Davis, R. (1984). Pembelajaran matematika: Pendekatan ilmu kognitif terhadap pendidikan matematika. *Helm Croom Australia Pty Ltd.*
- Dewey, J. (1938). *Experience and Education*. Collier Books.
- Dkk, I. P. D. (2021). *Membuat Media Pembelajaran Inovatif Dengan Aplikasi Articulate storyline 3*.
- Doppelt, Y. (2005). Assessment of project based learning in a mechatronics context. *Journal of Technology Education*, 16(2), 7–24.
- Dwi Suyanti, R., P.Simanjutak, M., & Sugiyarti, G. (2022). *The Effects of Collaborative Learning Oriented Project Based Learning (PjBL) and Learning Cycle Models using Animation Video on Students Problem Solving*. 1–6. <https://doi.org/10.4108/eai.11-10-2022.2325380>
- Enriqueta, U. and. (2004). *Teaching the Elementry SCHOOL Subject*. Book Store.
- Evans, C. R., & Dion, K. L. (1991). Group Cohesion and Performance: A Meta-Analysis. *Small Group Research*, 22(2), 175–186. <https://doi.org/10.1177/1046496491222002>
- Fachrudin, AD, Putri, RII, & D. (2014). Membangun Pemahaman Siswa Terhadap Konsep Persamaan Kuadrat Menggunakan Geometri Naif. *Jurnal Pendidikan Matematika*, 5(2), 192–202.
- Fanni, S., Syaiful Bachri, B., & Jannah, M. (2022). Pengaruh Media Video Animasi Terhadap Kemampuan Keaksaraan Anak TK Kelompok A. *Jurnal Psikologi Teori Dan Terapan*, 13(2), 171–179. <https://doi.org/10.26740/jptt.v13n2.p171-179>
- Feist, Jess & Feist, G. (2013). *Teori Kepribadian*.
- Foundation, G. L. E. (2005). *Instructional module project based learning*. [Online].
- Gst Ayu Irma Dewi Jumaheni, I., Wayan Rati, N., & Komang Sudarma, I. (2021). Understanding Plant Reproductive System Through Animated Videos with Project-Based Learning Activities. *Jurnal Ilmiah Sekolah Dasar*, 5(2), 202–211.
- GUILFORD, J. P. (1967). Creativity: Yesterday, Today and Tomorrow. *The Journal of Creative Behavior*, 1(1), 3–14. <https://doi.org/10.1002/j.2162-6057.1967.tb00002.x>
- Habib, A., Astra, I. M., & Utomo, E. (2021). Use of Multimedia Interactive based on PjBL (Project Based-Learning): Study Effectiveness of Student Creativity in Subject Natural Sciences. *International Journal of Multicultural and ...*, 628–636. <http://ijmmu.com/index.php/ijmmu/article/view/2693>
- Hamid, D. (2011). *Metode Penelitian Pendidikan*. Alfabeta.
- Handayani, U. F., Sa'dijah, C., & Susanto, H. (2018). Analisis Kemampuan Berpikir Kreatif Matematis Siswa SMP Dalam Menyelesaikan Soal Adopsi 'PISA.' *Jurnal Math Educator Nusantara: Wahana Publikasi Karya Tulis Ilmiah Di Bidang Pendidikan Matematika*, 4(2), 143. <https://doi.org/10.29407/jmen.v4i2.12109>
- Hanifah, W., Subiyantoro, S., & Muzzazinah. (2020). *Creative Thinking Skills in Science Lessons in Elementary Schools*. 397(Icliqe 2019), 870–875. <https://doi.org/10.2991/assehr.k.200129.107>
- Hapsari, A. S., Hanif, M., Gunarhadi, & Roemintoyo. (2019). Motion graphic animation videos to improve the learning outcomes of elementary school students. *European Journal of Educational Research*, 8(4), 1245–1255.

- <https://doi.org/10.12973/eu-jer.8.4.1245>
- Harits, M., Sujadi, I., & Slamet, I. (2019). Technological, pedagogical, and content knowledge math teachers: To develop 21st century skills students. *Journal of Physics: Conference Series*, 1321(3). <https://doi.org/10.1088/1742-6596/1321/3/032011>
- Haylock, D. (1987). Kerangka penilaian kreativitas matematika pada anak sekolah. *Studi Pendidikan Matematika*, 18, 59–74.
- Haylock, D. W. (1984). *Mathematical Creativity in Schoolchi Idren*. 21(1).
- Henderson, M., Auld, G., Holknero, B., Russell, G., Seah, W.T., Fernando, A., & Rome, G. (2010). tudents creating digital videos in the elementary classroom: Student autonomy, learning outcomes, and community professional learning. *Australian Educational Computing*, 24(2), 12–20.
- Hidayat, P. W. (2018). Analisis profil minat belajar dan kemampuan pemahaman konsep dasar matematika SD pada mahasiswa S1 PGSD STKIP Muhammadiyah Muara Bungo. *Jurnal LEMMA*, 4(1), 62–74.
- Hmelo-Silver, C. (2004). Problem Based Learning: What and How Do Students Learn? *Educational Psychology Review*. <https://doi.org/10.1023/B:EDPR.0000034022.16470.F3>, 16(3), 235–266.
- Hobri, Nazareth, E., Romlah, S., Safitri, J., Yuliati, N., Sarimanah, E., Monalisa, L. A., & Harisantoso, J. (2019). The students' creative thinking ability in accomplishing collaborative learning-based open-ended questions. *IOP Conference Series: Earth and Environmental Science*, 243(1). <https://doi.org/10.1088/1755-1315/243/1/012145>
- Howard, J. (2002). Technology-enhanced project-based learning in teacher education. *Technology and Teacher Education*, 10(3), 343–364.
- I Made Suweta. (2020). Pembelajaran MSebagai Upaya EPrestasi MKepariwisata BKunci KModel:Ekspository PBelajar P. *Journal of Education Action Research*, 4(4), 467–472. <https://ejournal.undiksha.ac.id/index.php/JEAR/index>
- Indirwan, I., Suarni, W., & Priyatmo, D. (2021). Pentingnya Self-Efficacy terhadap Prestasi Belajar Matematika. *Jurnal Sublimapsi*, 2(1), 61. <https://doi.org/10.36709/sublimapsi.v2i1.13055>
- Indra Yani, L., & Taufik, T. (2020). *PENERAPAN MODEL PROJECT BASED LEARNING DALAM PEMBELAJARAN TEMATIK TERPADU DI KELAS V SEKOLAH DASAR (STUDI LITERATUR)* (Vol. 8).
- Ismuwardani, Z., Nuryatin, A., & Doyin, M. (2019). Implementation of Project Based Learning Model to Increased Creativity and Self-Reliance of Students on Poetry Writing Skills Article Info. *Journal of Primary Education*, 8(1), 51–58. <https://journal.unnes.ac.id/sju/index.php/jpe/article/view/25229>
- Johnson, B. E. (2010). *CTL Contextual teaching & learning : menjadikan kegiatan belajar-mengajar mengasyikan dan bermakna / Elaine B. Johnson ; penerjemah, Ibnu Setiawan ; penyunting, Ida Sitompul.*
- Kadir. (2015). *Statistika terapan konsep, contoh dan analisis data dengan program SPSS dalam penelitian* (Edisi Kedu). Raja Grafindo.
- Kasih, F. R. (2017). Pengembangan Film Animasi dalam Pembelajaran Fisika pada Materi Kesetimbangan Benda Tegar di SMA. *Tadris: Jurnal Keguruan Dan Ilmu Tarbiyah*, 2(1), 41. <https://doi.org/10.24042/tadris.v2i1.1737>

- Katz, S., & Stupel, M. (2015). Promoting Creativity and Self-efficacy of Elementary Students through a Collaborative Research Task in Mathematics: A Case Study. *Journal of Curriculum and Teaching*, 4(1), 68–82. <https://doi.org/10.5430/jct.v4n1p68>
- Kenedi, A. K., Helsa, Y., Ariani, Y., Zainil, M., & Hendri, S. (2019). Mathematical connection of elementary school students to solve mathematical problems. *Journal on Mathematics Education*, 10(1), 69–79. <https://doi.org/10.22342/jme.10.1.5416.69-80>
- Khafah, F., Suprpto, P. K., & Nuryadin, E. (2023). The effect of project-based learning model on students' critical and creative thinking skills in the ecosystem concept. *JPBI (Jurnal Pendidikan Biologi Indonesia)*, 9(3), 244–255. <https://doi.org/10.22219/jpbi.v9i3.27461>
- Khauzanah, A. N., Widi, K., Universitas, W., & Wacana, K. S. (2023). Peningkatan Kemampuan Berpikir Kreatif Berbasis Literasi Digital Dengan Model Project Based Learning pada Siswa Kelas V SD Negeri Secang 1. *Kalam Cendekia: Jurnal Ilmiah Kependidikan*, 11(3)
- Khoiri, N., Ristanto, S., & Kurniawan, A. F. (2023). Project-Based Learning Via Traditional Game in Physics Learning: Its Impact on Critical Thinking, Creative Thinking, and Collaborative Skills. *Jurnal Pendidikan IPA Indonesia*, 12(2), 286–292. <https://doi.org/10.15294/jpii.v12i2.43198>
- Khoiriyah, I. S. A., & Purwanti, K. Y. (2021). the Creative Thinking Ability in Elementary School Mathematics Problem Solving. *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, 10(1), 229. <https://doi.org/10.24127/ajpm.v10i1.3251>
- Killen, R. (1998). *Effective Teaching Strategies: Lesson From Research and Practice: Vol. second edi* (S. S. Edition (ed.)).
- King, F., Goodson, L., & Rohani, F. (1998). Higher order thinking skills: Definitions, strategies, assessment. *Florida State University*.
- Kratjik&Shin. (2014). *Project-Based Learning*. Cambridge University Press. <https://doi.org/https://doi.org/10.1017/CBO9781139519526.018>
- Kusumaningtyas, A. T., Sumarna, O., & Anwar, S. (2023). Creative Thinking Skill Indicators in PjBL-based Reaction Rate Student Worksheets. *Jurnal Penelitian Pendidikan IPA*, 9(8), 6503–6509. <https://doi.org/10.29303/jppipa.v9i8.4347>
- Kuswana, S. W. (2011). *Taksonomi berpikir*. Remaja Rosdakarya.
- Laksmi, N. K. ., Yasa, I. K. ., & Mirayani, K. A. M. (2021). The use of animation video as learning media for young. *Universitas Pendidikan Ganesha*, 42–52.
- Latifaj, D., & Latifaj, D. (2023). Implementing Project-Based Learning in English Language Classes — a Case of Kosovar Lower Secondary Schools. *Baltic Journal of English Language, Literature and Culture*, 13, 84–99. <https://doi.org/10.22364/BJELLC.13.2023.06>
- Leasa, M., Papilaya, P. M., Batlolona, J. R., & Nuniary, S. (2023). Project-based Learning: Changing Students' Scientific Thinking to Be Creative from Waste Natural Materials. *Jurnal Penelitian Pendidikan IPA*, 9(1), 350–359. <https://doi.org/10.29303/jppipa.v9i1.2459>
- Leikin, R. (2009). Exploring mathematical creativity using multiple solution tasks. In R. Leikin, A. Berman, & B. Koichu (Eds.). In *Creativity in Mathematics and the Education of Gifted Students*.

- <https://doi.org/http://dx.doi.org/10.1007/s10857-012-9229-9>
- Levav-Waynberg, A., & Leikin, R. (2012). . Using multiple solution tasks for the evaluation of students' problem-solving performance in geometry. *Canadian Journal of Science, Mathematics, and Technology Education*, 12, 311–333.
- Lince, R. (2016). Creative Thinking Ability to Increase Student Mathematical of Junior High School by Applying Models Numbered Heads Together. *Journal of Education and Practice*, 7(6), 206–212.
- Liu, C., & Elms, P. (2019). Animating student engagement: The impacts of cartoon instructional videos on learning experience. *Research in Learning Technology*, 27(1063519), 1–31. <https://doi.org/10.25304/rlt.v27.2124>
- Lodewyk, K. R., & Winnie, P. H. (2005). Relations among the structure of learning tasks, achievement, and changes in self-efficacy in secondary schools. *Journal of Educational Psychology*, 97(3), 12.
- Made, W. (2011). *Strategi Pembelajaran Inovatif Kontemporer suatu tinjauan konseptual operasional*. PT Bumi Aksara.
- Maret, U. S. (2019). *Suryani Jati Rahayu, Sukarmin, Puguh Karyanto*. 11(2), 279–285.
- Maričić, S. M., & Stamatović, J. D. (2018). The effect of preschool mathematics education in development of geometry concepts in children. *Eurasia Journal of Mathematics, Science and Technology Education*, 13(9), 6175–6187. <https://doi.org/10.12973/EURASIA.2017.01057A>
- Maropamabi, G., & Development, S. (2014). *European Journal of Educational Sciences Vol. 2, No. 2, 2014 ROLE OF SELF-EFFICACY AND SELF-ESTEEM IN ACADEMIC PERFORMANCE*. 2(2), 8–22.
- Martawijaya, M. A., Rahmadhanningsih, S., Swandi, A., Hasyim, M., & Sujiono, E. H. (2023). THE EFFECT OF APPLYING THE ETHNO-STEM-PROJECT-BASED LEARNING MODEL ON STUDENTS' HIGHER-ORDER THINKING SKILL AND MISCONCEPTION OF PHYSICS TOPICS RELATED TO LAKE TEMPE, INDONESIA. *Jurnal Pendidikan IPA Indonesia*, 12(1), 1–13. <https://doi.org/10.15294/jpii.v12i1.38703>
- Marzano. (2011). Higher Order Thinking Skills Among Technical Educaion Students. *Internaional Journal of Social and Humanity*, 1(2), 121–125.
- Mathematics, N. C. of T. O. (2000). Principles and standards for school mathematics. *The National Council of Teachers of Mathematics, Inc*.
- Maulana, M. N. R. dan H. (2016). Penerapan Animasi dan Sinematografi dalam Film Animasi Stopmotion “Jendral Soedirman”,. *Jurnal Multinetics*, 2(2), 42.
- Milgram, R. M. . & L. N. (2006). Research on creativity in Israel: A chronicle of theoretical and empirical development. *The International Handbook of Creativity*.
- Mulyasa. (2014). *Pengembangan dan Implementasi Kurikulum 2013*. Remaja Rosdakarya.
- Munadi, Y. (2010). *Media pembelajaran*. Gaung persada (GP) press.
- Munandar, U. (2009). *Pengembangan kreativitas anak berbakat / Utami Munandar* (U. Munandar (ed.); 2009th ed.). Rineka Cipta.
- Mursidik, E. M., Samsiyah, N., & Rudyanto, H. E. (2015). Creative Thinking Ability in Solving Open-Ended Mathematical Problems Viewed From the Level of Mathematics Ability of Elementary School Students. *PEDAGOGIA: Journal of Education*, 4(1), 23–33.

- Nelly Astuti , Ujang Efendi , Riswandi, F. F. H. (2022). The Influence of Project Based Learning Models on Creativity Class IV Students' Thinking Ability. *Jurnal Internasional Pendidikan Dasar*, 6(3), 440–445. <https://doi.org/10.23887/ijee.v6i3.48881>
- Ningsih, S. R., Disman, Ahman, E., Suwatno, & Riswanto, A. (2020). Effectiveness of using the project-based learning model in improving creative-thinking ability. *Universal Journal of Educational Research*, 8(4), 1628–1635. <https://doi.org/10.13189/ujer.2020.080456>
- Noreen, R., & Rana, A. M. K. (2019). Activity-Based Teaching versus Traditional Method of Teaching in Mathematics at Elementary Level. *Bulletin of Education and Research*, 41(2), 145–159.
- Nurhayati, P., Waluya, S. B., Asikin, M., & Zaenuri, Z. (2021). Studi Literatur Komunikasi Matematis, Self Efficacy, Model Pembelajaran Trefinger dan Asessmen Kinerja. *IJoIS: Indonesian Journal of Islamic Studies*, 2(2), 249–275. <https://doi.org/10.59525/ijois.v2i2.46>
- Mahasneh, A. M., & Alwan, A. F. (2018). The effect of project-based learning on student teacher self-efficacy and achievement. *International Journal of Instruction*, 11(3), 511–524. <https://doi.org/10.12973/iji.2018.11335a>
- Nurimani. (2016). *EFFECT OF OPEN-ENDED APPROACH BY TYPE OF COOPERATIVE LEARNING STAD ABILITY TO UNDERSTANDING AND CONNECTIONS MATH STUDENTS VIEWED FROM SELF-EFFICACY (Experiments in SMK Negeri 9 Kota Bekasi)*.
- Nurlaela, L., Ismayanti, E., Samani, M., Suparji, & Buditjahjanto, I. G. P. A. (2015). Strategi Belajar Berpikir Kreatif. In *Berpikir Kreatif*.
- Nurlaela L, I. E. (2015). *Strategi belajar berpikir kreatif*. Ombak.
- Oktavia, Z., & Ridlo, S. (2020). Critical Thinking Skills Reviewed from Communication Skills of the Primary School Students in STEM-Based Project-Based Learning Model. *Journal of Primary Education*, 9(3), 311–320. <https://doi.org/10.15294/jpe.v9i3.27573>
- Pajares, F. (1996). Self-Efficacy Beliefs in Academic Settings Author (s): Frank Pajares Published by : American Educational Research Association Stable URL : <http://www.jstor.com/stable/1170653> REFERENCES Linked references are available on JSTOR for this article: referen. *Review of Educational Research*, 66(4), 543–578.
- Permana, W. H., Armanto, D., & Salayan, M. (2018). Penerapan Pembelajaran Matematika Realistik Untuk Meningkatkan Kemampuan Pemecahan Masalah dan Self-Efficacy Siswa di MTs IKIP Lab Al-Washliyah Medan. *Jurnal MathEducation Nusantara*, 3(2), 40–47
- Perry, N. E., Phillips, L., Hutchinson, L., Perry, N. E., & Hutchinson, L. (2015). *Learning*. 106(3), 237–254.
- Pradana, D., Abidin, Z., & Adi, E. (2020). Pengembangan Video Animasi Pembelajaran Subtema Pembentukan Karakter untuk Siswa SDLB Tunarungu. *JINOTEP (Jurnal Inovasi Dan Teknologi Pembelajaran): Kajian Dan Riset Dalam Teknologi Pembelajaran*, 7(2), 96–106. <https://doi.org/10.17977/um031v7i22020p096>
- Prananda, G. E. (2024). Pengaruh Pembelajaran Project-Based Learning dalam Meningkatkan Efikasi Diri pada Siswa SMK. *Adiba: Journal of Education*,

- 4(2), 217–220.
- Pratama, M. R., Fawaida, U., & Guarin, R. M. (2023). Project-Based Learning in Elementary School: Influence on Students' Creative Thinking Ability. *MUDARRISA: Jurnal Kajian Pendidikan Islam*, 15(1), 60–83. <https://doi.org/10.18326/mdr.v15i1.60-83>
- Prayitno, S., Novitasari, D., Triutami, T. W., & Tyaningsih, R. Y. (2023). Creative Thinking Level of Students in Posing Conditional Probability Problems. *Jurnal Didaktik Matematika*, 10(1), 17–33. <https://doi.org/10.24815/jdm.v10i1.29016>
- Putrisari, F., Hambali, I. M., & Handarini, D. M. (2017). *siswa madrasah aliyah negeri di Malang Raya*. 1(1), 60–68.
- Rahmawati, I. (2023). Improving Motivation and Self-Efficacy in Mathematics through Project-Based Learning for Fourth Graders. *Proceedings of International Conference on ...*, July, 759–771. <https://seminar.ustjogja.ac.id/index.php/ICoTPE/article/view/1066>
- Ramadhini, D. A., & Kowiyah, K. (2022). Analisis Kesalahan Siswa Dalam Menyelesaikan Soal Cerita Matematika Materi Kecepatan Menggunakan Teori Kastolan. *Jurnal Cendekia : Jurnal Pendidikan Matematika*, 6(3), 2475–2488. <https://doi.org/10.31004/cendekia.v6i3.1581>
- Ratnasari, N., Tadjudin, N., Syazali, M., Mujib, M., & Andriani, S. (2018). Project Based Learning (PjBL) Model on the Mathematical Representation Ability. *Tadris: Jurnal Keguruan Dan Ilmu Tarbiyah*, 3(1), 47. <https://doi.org/10.24042/tadris.v3i1.2535>
- Ratu, T., Sari, N., Mukti, W. A. H., & Erfan, M. (2021). Efektivitas Project Based Learning Terhadap Efikasi Diri dan Kemampuan Berpikir Kritis Peserta Didik. *Konstan - Jurnal Fisika Dan Pendidikan Fisika*, 6(1), 1–10. <https://doi.org/10.20414/konstan.v6i1.74>
- Ritter, S. M., & Mostert, N. (2017). *Enhancement of creative thinking skills using a cognitive-based creativity training*. *Journal of Cognitive Enhancement*. 14(4), 251–267. <https://doi.org/https://doi.org/10.1007/s10857-010-9155-7>
- Saidah, Dwijanto, & I. J. (2020). Kemampuan Berpikir Kreatif Siswa dalam Pembelajaran Matematika. *Jurnal Ilmu Pendidikan*, 2012, 1042–1045.
- Sanjaya, W. (2006). *Strategi Pembelajaran Berorientasi Standar Proses Pendidikan*. Kencana Prenada Media.
- Santosa, F. H., Bahri, S., Negara, H. R. P., & Ahmad, A. (2022). Kemampuan pemahaman konsep berdasarkan self-efficacy matematis dan gender dalam situasi problem-based learning. *Journal of Didactic Mathematics*, 3(3), 120–129. <https://doi.org/10.34007/jdm.v3i3.162>
- Santrock, J. W. (2009). *Psikologi Pendidikan*.
- Saregar, A., Cahyanti, U. N., Misbah, Susilowati, N. E., Anugrah, A., & Muhammad, N. (2021). Core learning model: Its effectiveness towards students' creative thinking. *International Journal of Evaluation and Research in Education*, 10(1), 35–41. <https://doi.org/10.11591/ijere.v10i1.20813>
- Sari, O. I., & Hariastuti, R. T. (2022). Profil Kemampuan Berpikir Kreatif Siswa SMA Negeri di Surabaya Barat. *Jurnal BK UNESA*, 12(3), 896–905.
- Satoto Endar Nayono, dan N. E. (2013). *Pengembangan Model Pembelajaran Project Based Learning pada Mata Kuliah Computer Aided Design*.

- Schoevers, E. M., Leseman, P. P. M., Slot, E. M., Bakker, A., Keijzer, R., & Kroesbergen, E. H. (2019). Promoting pupils' creative thinking in primary school mathematics: A case study. *Thinking Skills and Creativity*, 31, 323–334. <https://doi.org/10.1016/j.tsc.2019.02.003>
- Schunk, D.H. (1991). *Self-efficacy and academic motivation*. Educational Psychologist.
- Selvi, N. (2019). Pengaruh Strategi Ekspositori dan Media Pembelajaran Power Point terhadap Hasil Belajar Siswa di UPT SD Inpres Bertingkat Labuang Baji. *Jurnal Konsepsi*, 8(3), 132–140.
- Setiaji, B., Nindiasari, H., & Hendrayana, A. (2019). Pengaruh pendekatan metakognitif terhadap kemampuan berpikir kreatif dan disposisi matematis peserta didik Madrasah Aliyah ditinjau dari tahap perkembangan kognitif. *Journal of Authentic Research on Mathematics Education*, 1(2), 149–155. <https://jurnal.unsil.ac.id/index.php/jarme/article/view/797>
- Setianingsih, L., & Purwoko, R. Y. (2019). Kemampuan Berpikir Kreatif Siswa SMP dalam Menyelesaikan Soal Open-Ended. *Jurnal Review Pembelajaran Matematika*, 4(2), 143–156. <https://doi.org/10.15642/jrpm.2019.4.2.143-156>
- Setiawan, B. (2018). DIFFERENCES IN PJBL MODEL WITH PBL ON SELF-EFFICACY OF GRADE V ELEMENTARY SCHOOL STUDENTS. In *International Journal of Educational Dynamics* (Vol. 1, Issue 1). <http://ijeds.ppj.unp.ac.id/index.php/IJEDS>
- Shalikhah, ND, Sari, KP, Iman, MS, Oktradiksa, A., Nugroho, I., & Aufa, M. (2023). *Pemanfaatan Kinemaster dalam pembuatan video pembelajaran untuk guru SD*. <https://doi.org/https://doi.org/10.1063/5.0125788>
- Shin, M.-H. (2018). Effects of Project-based Learning on Students' Motivation and Self-efficacy. *English Teaching*, 73(1), 95–114. <https://doi.org/10.15858/engtea.73.1.201803.95>
- Siregar, H. M. (2019). Analisis Kesalahan Siswa Dalam Menyelesaikan Soal Tes Kemampuan Berpikir Kreatif Matematis Materi Lingkaran. *AKSIOMA: Jurnal Program Studi Pendidikan Matematika*, 8(3), 497–507. <https://doi.org/10.24127/ajpm.v8i3.2379>
- Siringoringo, M. (2023). Pengaruh Pendekatan Pembelajaran Dan Tingkat Kemampuan Berpikir Kreatif Siswa Terhadap Hasil Belajar Ipa Pada Kelas V Sdn-1 Menteng Kota Palangka Raya Tahun Ajaran 2021/2022. *ENGGANG: Jurnal Pendidikan, Bahasa, Sastra, Seni, Dan Budaya*, 3(2), 413–429.
- Siswono, Tatag Yuli Eko. (2018). Pembelajaran Matematika Berbasis Pengajaran dan Pemecahan Masalah. Bandung: PT REMAJA ROSDAKARYA
- Siswondo, R., & Agustina, L. (2021). Penerapan Strategi Pembelajaran Ekspositori untuk Mencapai Tujuan Pembelajaran Matematika. *Himpunan: Jurnal Ilmiah Mahasiswa Pendidikan Matematika*, 1(1), 33–40. <http://jim.unindra.ac.id/index.php/himpunan/article/view/3155>
- Siti Annisah1, Zusy Aryanti1, Yunita Wildaniati1, S. W. (2023). Buku teks pembelajaran berbasis masalah Pengaruhnya. *Al-Jabar: Jurnal Pendidikan Matematika*, 14(21), 71–83.
- Solomon, G. (2003). Project-Based Learning: A Primer. *Technology and Learning-Dayton*, 23(20).
- Sternberg, R. J. (2004). Culture and intelligence. *The American Psychologist*, 59(5), 325–338. <https://doi.org/10.1037/0003-066X.59.5.325>

- Sugilar, H. (2013). MENINGKATKAN KEMAMPUAN BERPIKIR KREATIF DAN DISPOSISI MATEMATIK SISWA MADRASAH TSANAWIYAH MELALUI PEMBELAJARAN GENERATIF. In *InfinityJ urnal Ilmiah Program Studi Matematika STKIP Siliwangi Bandung* (Vol. 2, Issue 2).
- Suharna, H., & Abdullah, N. H. (2020). *Kemampuan Berpikir 4C Matematika dalam Pembelajaran di Masa Covid-19 Terutama Di Era New Normal*. 9(2).
- Suherman, T., & Suryadi, Herman, Suhendra, Prabawanto, Nurjanah, & R. (2003). *Strategi Pembelajaran Matematika Kontemporer*. UPI:JICA.
- Sumantri, M. S. (2015). *Strategi pembelajaran teori & praktik di tingkat pendidikan Sekolah Dasar*. PT.Rajagrafindo Persada.
- Sumarni, W., & Kadarwati, S. (2020). Ethno-stem project-based learning: Its impact to critical and creative thinking skills. *Jurnal Pendidikan IPA Indonesia*, 9(1), 11–21. <https://doi.org/10.15294/jpii.v9i1.21754>
- Suradika, A., Dewi, H. I., & Nasution, M. I. (2023). PROJECT-BASED LEARNING AND PROBLEM-BASED LEARNING MODELS IN CRITICAL AND CREATIVE STUDENTS. *Jurnal Pendidikan IPA Indonesia*, 12(1), 153–167. <https://doi.org/10.15294/jpii.v12i1.39713>
- Suryansari, K. (2012). Implementasi Model Pembelajaran Fisika Berbasis. *Jurnal Pendidikan MIPA*, 13(1), 1–7.
- Thomas. (2000). *A review of research on project-based learning*.
- TORRANCE, E. P. (1972). Predictive Validity of the Torrance Tests of Creative Thinking. *The Journal of Creative Behavior*, 6(4), 236–262. <https://doi.org/10.1002/j.2162-6057.1972.tb00936.x>
- Trianingsih, R. (2016). . Pengantar Praktik Mendidik Anak Usia Sekolah Dasar. *Al Ibtida: Jurnal Pendidikan Guru MI*, 2, 197. <https://doi.org/https://doi.org/10.24235/al.ibtida.snj.v3i2.880>
- Tuzzahra, R., Haji, S., & Susanta, A. (2023). *Jurnal Didactical Mathematics Pengaruh Self Efficacy Terhadap Kemampuan Berpikir Kreatif Pada Pembelajaran Matematika SMA*. 5(1). <https://ejournal.unma.ac.id/index.php/dm>
- V.K, M. (2003). *Expository Teaching – A Direct Instructional Strategy*. K.L.D.A.V.(P.G).
- Viro, E., Lehtonen, D., Joutsenlahti, J., & Tahvanainen, V. (2020). Teachers' perspective es on pro ning in m mathema tics and science s. *European Journal of Science and Mathematics Education*, 8(1), 12–31. <https://www.scimath.net/>
- Wallas, G. (1926). *The Art of Thought* (Jonathan Cape Ltd. (ed.)).
- Wang, Y., Nakamura, T., & Sanefuji, W. (2020). Pengaruh gaya pengasuhan orang tua terhadap disposisi berpikir kritis mahasiswa: Peran mediasi harga diri. *Keterampilan Berpikir Dan Kreativitas*, 37(100679.).
- Wardani, A. D. P., Mufidah, A., Mufidah, R., & Aristiawan. (2023). The Effect of Self Efficacy on the Creative Thinking Ability Learners on Environmental Material. *Islamic Journal of Integrated Science Education (IJISE)*, 2(2), 99–110. <https://doi.org/10.30762/ijise.v2i2.1528>
- Widiyanto, J., & Yunianta, T. N. H. (2021). (2021). Pengembangan Board Game TITUNGAN untuk Melatih Kemampuan Berpikir Kreatif Matematis Siswa. *Mosharafa: Jurnal Pendidikan Matematika*, 10(3), 425-436.

- Wiwi Wikanta Dan Yuni Gayatri. (2018). “Pembelajaran Berbasis Proyek Dalam Menanamkan Karakter Kewirausahaan, Keterampilan Proses Sains, Dan Keterampilan Berpikir Tingkat Tinggi Mahasiswa. *Jurnal Ilmu Pendidikan*, 23(2), 173.
- Wulansari, W., Suganda, A. I., & Fitriana, A. Y. (2019). Hubungan self-efficacy terhadap kemampuan berpikir kreatif matematik siswa SMP pada materi bangun datar segitiga dan segiempat. *Journal On Education*, 1(3), 422–428.
- Yakovleva, Y. V., & Goltsova, N. V. (2016). Information and Communication Technologies as a Means of Developing Pupils’ Learning Motivation in Elementary School. *Procedia - Social and Behavioral Sciences*, 233(May), 428–432. <https://doi.org/10.1016/j.sbspro.2016.10.179>
- Yuliyanto et al (2021). Mathematics Creative Thinking Skills Instrument To Solve Cube And Rectangular Prism Volume Problems For Elementary School Students. *MaPan : Jurnal Matematika dan Pembelajaran*, Volume 9, No 1, June 2021 (59-84). DOI: <https://doi.org/10.24252/mapan.2021v9n1a5>
- Yunita, Y., Juandi, D., Kusumah, Y. S., & Suhendra, S. (2021). The effectiveness of the Project-Based Learning (PjBL) model in students’ mathematical ability: A systematic literature review. *Journal of Physics: Conference Series*, 1882(1). <https://doi.org/10.1088/1742-6596/1882/1/012080>
- Yuspitasari, J., Rahmawati, R., & Bancong, H. (2023). The Effectiveness of Using Discovery Learning-Based Student Worksheets to Improve Students’ Critical Thinking Skills on Heat Transfer Topic. *International Journal of Social Science and Human Research*, 06(07), 4263–4269. <https://doi.org/10.47191/ijsshr/v6-i7-51>