

Effectiveness Of Project-Based Learning Design (Pro KWU) For The Development Of Creative Personalities And Creative Enabling Environments

by Pujiriyanto

ABSTRACT

Higher education plays a strategic role in developing students with creative personality and creating a conducive learning environment in the development of creativity. Entrepreneurship courses are undergoing pedagogical evolution. Pedagogical innovation is still limited to efforts to strengthen the mastery of material. Innovation in project-based learning is still interpreted very openly, but it is not sufficient information in performing creative personality and creative support environment. Creative personality is very much determined by the influence of the people and environment around it, including the learning environment. The personal environment theory (PE-fit) confirms that the creative environment becomes congruent when perceived as conducive to the development of its creativity. The study intends to investigate the effectiveness of project-based learning design (Pro KWU) in developing creative personality and creative support environment. The method employs is quasi experimental using pretest posttest control group design involved 83 students (42 experiments and 41 controls). of an entrepreneurship class. A scale to measure creative personality and a scale to measure the students' perceptions of learning environment are developed. Independent sample t-test will be used to analyze the difference between two sets of observation. The independent sample t test was applied to find out the difference in the scores of the two results of observation on both groups. Pro KWU learning design based on moderate constructivistic is not significantly different from project-based learning design that is based on radical constructivistic, but Pro KWU learning design gives higher learning accompaniment impact and has better performance in improving creative personality and creative driving environment

Kata Kunci: *project based learning, creative personality, learning environment, entrepreneursip*