

ABSTRACT

Istiqomah, Nurul. 2013. The Affectivity Of Origami Art Play On Increasing Children's Creativity In Muslimat NU 21 Kindergarten of Malang, Thesis. Psychology Faculty of Maulana Malik Ibrahim State Islamic University of Malang.

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In general, creativity is understood as an ability to produce new products or new ideas and different or unusual. However, creativity is more of a process not the result. Creativity is a way of thinking, not just the result of thinking. It is different with the ways of thinking or reasoning toward an answer (convergent) that is often taught in schools. Creative way of thinking leads to a variety of possible solutions to generate new ideas (divergent or undirected). It became the base for this study.

With the research questions about how the level of children's creativity before playing Origami art treatment, how the level of children's creativity after playing Origami art treatment, and how Origami art play effectiveness in improving children's creativity. The purpose of this experimental study is to determine the level of children's creativity before Origami Art games treatment, determine the level of children's creativity after Origami Art games treatment, and to determine the effectiveness of Origami Art Playing on increasing children's creativity.

True experiment method as approach used in this research. The experiment design used in this research is *Pretest – Posttest Control Group design*. Research subject are students from Muslimat NU 21 Kindergarten of Malang around the age 5 – 6 years old, there are 11 children. In order to classify the members of the experimental group and the control group considered to have the same opportunities, then the division selected by random. Measuring the capability of creativity by using creative thinking test, Figural Creativity Test. Quantitative analysis used in this experimental study by using SPSS (*Static Program for Social Science*) with T- test data analysis technique.

The result of the research is on experiment group the subject creative thinking degree changed during pretest and posttest. This is indicated by the results of mean acquisition 36.00 at pretest and 70.60 at posttest. On the control group, the mean acquisition is 27.67 at pretest and 41.17 at posttest. From the analysis result of T-test on SPSS program, known T_{hitung} for 5,754 with 4 df, Output SPSS gives $p-value = 0.005$ and value of $T_{tabel} 2.777$, using signification standard 5% (0,05). Because T_{hitung} (5,754) is greater than T_{tabel} (2.777) and the $p-value$ is less than significant level ($0.005 < 0.05$), then be strong evidence that $H_0: \mu_1 \geq \mu_2$ rejected. It means that there is a signification in the average of skills of creativity before and after Origami Art play treatment. It can be concluded that this method is effective on increasing children's creativity.