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Dear Trikinasih Handayani,

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INTEGRATING METACOGNITIVE STRATEGIES IMPACT IN VIRTUAL SCIENCE EXPERIMENTS FOR UNDERGRADUATE STUDENTS' HOTS

Journal	Cakrawala Pendidikan
Manuscript ID	<u>#51752</u>
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Keyword	higher-order thinking skills, metacognition, undergraduate science students, virtual science experiment
Abstract	Higher Order Thinking Skills (HOTS) are essential variables that support the achievement of science learning objectives. However, distance learning during the Covid-19 Pandemic was the cause of the lack of maximum HOTS for undergraduate science students due to their lack of involvement in experiments. Therefore, this study aims to apply a metacognition-integrated science virtual experiment model and examine its impact on students' HOTS science. A quasi- experiment was involved with a randomized pretest-posttest comparison group design to see the impact of the implementation of this model. Participants in the two treatment groups were randomly selected from two private universities in Indonesia. The HOTS of participants were assessed using multiple-choice questions. Observation sheets were used to measure the implementation of the learning model being developed. A general linear model with MANOVA was used to test the effect of the model, while Partial Eta Squared was used to measure the effect size of the model on HOTS. The results showed that the virtual science experimental model integrated with metacognition strategies significantly affected students' HOTS. The effect size measurement shows a high effect in the experimental group. Researchers recommend that universities apply a similar model to encourage students' achievement of HOTS.

INTEGRATING METACOGNITIVE STRATEGIES IMPACT IN VIRTUAL SCIENCE EXPERIMENTS FOR UNDERGRADUATE STUDENTS' HOTS

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Abstract: Higher Order Thinking Skills (HOTS) are essential variables that support the achievement of science learning objectives. However, distance learning during the Covid-19 Pandemic was the cause of the lack of maximum HOTS for undergraduate science students due to their lack of involvement in experiments. Therefore, this study aims to apply a metacognition-integrated science virtual experiment model and examine its impact on students' HOTS science. A quasi-experiment was involved with a randomized pretestposttest comparison group design to see the impact of the implementation of this model. Participants in the two treatment groups were randomly selected from two private universities in Indonesia. The HOTS of participants were assessed using multiple-choice questions. Observation sheets were used to measure the implementation of the learning model being developed. A general linear model with MANOVA was used to test the effect of the model, while Partial Eta Squared was used to measure the effect size of the model on HOTS. The results showed that the virtual science experimental model integrated with metacognition strategies significantly affected students' HOTS. The effect size measurement shows a high effect in the experimental group. Researchers recommend that universities apply a similar model to encourage students' achievement of HOTS.

Keywords: higher-order thinking skills, metacognition, undergraduate science students, virtual science experiment

INTRODUCTION

Higher Order Thinking Skills (HOTS) for pre-service teacher is very important in supporting the achievement of Technological Pedagogical and Content Knowledge (TPACK) (Ilmi et al., 2020). There have been many lessons that empower HOTS, including ILMIZI (Ichsan, 2019), Science, Technology, Engineering, and Mathematics (STEM) (Rosidin et al., 2019), discovery learning (Indah, 2020), Project-based Learning (PjBL) (Suherman et al., 2020), or the combination of STEM-PjBL (Maryani, Astrianti, et al., 2021). These models have proven effective in training HOTS, but the Covid-19 Pandemic hampers their implementation.

The Covid-19 pandemic provides the impetus for institutions to change the learning process (Giatman et al., 2020; Stevanović et al., 2021). This necessitates lecturers' and

students' readiness to use technology and solve problems effectively (Gestiardi et al., 2021). The situation in the field is the lack of preparedness of lecturers and students to adapt to the rapid changes, so the follow-up to learning is also not optimal (Firmansyah et al., 2021). As a result, there are many learning losses (Storey & Zhang, n.d.), learning objectives are not achieved (Yusuf, 2021), and student interest and involvement in distance learning are very low (Nambiar, 2020). These problems have a direct impact on student HOTS.

Higher-order Thinking Skills (HOTS) play a significant role in developing and applying scientific concepts in adult learners. These skills assess an individual's memory and his or her capacity to analyze, synthesize, and evaluate (Thomas & Thorne, 2009). The higher-order thinking process is pursued through remembering, understanding, applying, analyzing, making judgments, and making decisions (Brookhart, 2010; Heong et al., 2011).

The strong demand for the development of HOTS in the Institutes of Education and Education Personnel (IEEPs) runs counter to the HOTS of pre-service teachers at these institutions. It means that many prospective teachers in IEEPs have low levels of thinking (lower-order thinking skills) (*Gradini et al., 2018; Wiyoko & Aprizan, 2020*). According to studies, the learning models in IEEPs have not been able to promote HOTS in their students. Previous research has been conducted to assess the effectiveness of the following learning models in improving college students' HOTS: PBL (Fakhriyah, 2014), RMS (Reading, Mapping, and Sharing) (Diani et al., 2018), CUPs (Conceptual Understanding Procedures) (Saregar et al., 2016), Constructive Controversy (CC) and Modified Free Inquiry (MFI) (Pratiwi, 2014), film (Anthony et al., 2014), and Guided Inquiry Laboratory-Based Module (Prihmardoyo et al., 2017). Unfortunately, research in Indonesia still revolves around HOTS measurement and analysis instruments. Only a few academics have developed a distance learning method built on HOTS empowerment, and many overlook the incorporation of the aforementioned learning models into distance learning during the Covid-19 epidemic.

The key to success in distance learning is independence (Kauffman, 2015). The virtual science experiment model must be developed in such a way that student independence is maximized. One approach would be to incorporate metacognitive strategies into the learning model (Panahandeh & Asl, 2014). Metacognition is the knowledge of cognition as well as the regulation of cognition (Winne, 2017). The former

involves metacognitive knowledge and experience, whereas the latter incorporates metacognitive strategies. This theory is relevant in this case because the metacognitive dimension is the most important dimension of knowledge after the factual, conceptual, and procedural dimensions.

Previous related studies show that metacognitive strategies have several advantages, including assisting students in monitoring their progress and controlling their learning process (via reading, writing, and problem-solving), contributing to the learner's desire to learn beyond his or her intellectual abilities; and improving student academic achievement across age, cognitive abilities, and learning domains, including reading, writing, math, reasoning, and problem-solving (Veenman et al., 2004; Wang et al., 1990). Undergraduate students' metacognition should be optimized for them to sharpen their thinking skills in overcoming real-world problems (Kleitman & Narciss, 2019).

Students can engage in metacognition activities in the classroom by reflecting on the thinking processes involved in the learning process; looking for other concrete examples from previous learning experiences and thought patterns; analyzing the benefits of using the mindset and the disadvantages of not using it, leading to an understanding of where the strategy should be used; and generalizing and formulating rules regarding these thought patterns (Zohar, 1999, 2004; Zohar & Dori, 2012). Previous research has also succeeded in developing a metacognition-based learning model called MiSHE (Metacognition in science for higher education) (Maryani, Prasetyo, et al., 2021). This model has the advantage of involving students from lesson planning to reflection. The MiSHE model is also claimed to be successful in training students' self-regulation for distance learning and managing the tasks assigned to them. Furthermore, one part of the MiSHE Model is virtual experiment-based learning. Thus, researchers are interested in implementing this learning model, which is integrated with metacognition strategies, to determine its effect on students' HOTS Science.

METHODS

This study used an experimental study with a randomized pretest-posttest comparison group design (Creswell, 2012), to know the impact of this model compared with the other model. The experimental class consisted of 39 students, while the control

class consisted of 40 students. The research design used a randomized Pretest-Posttest Comparison Group Design referring to Creswell (2012).

HOTS data is collected through a test that uses seven valid questions for each material (there are seven materials in this lesson). The validity and reliability of the questions are sought with response theory items for multiple-choice questions. Data analysis was performed using the General Linear Model with Multivariate of Variance (MANOVA). After establishing the significant effect of the model on students' HOTS, the effect size was calculated. Effect size shows the degree of the experiment model's significant effect on students' HOTS. It is defined as the standard deviation between the control and experimental groups' scores. Cohen's d is the appropriate effect size in this circumstance. A large Cohen's d value indicates that the difference between the control and experimental groups is significant. The effect size was also computed in MANOVA using Eta squared. An Eta squared value of 0.01 suggests a small effect, 0.03 indicates a moderate effect, and 0.5 indicates a big effect (Bakker et al., 2019; Cohen, 1988; Mordkoff, 2019).

FINDINGS AND DISCUSSION

Findings

The syntax of the metacognition integrated virtual science learning model results from integrating metacognition theory into virtual experiments. Metacognition consists of aspects of knowledge and regulation. Metacognitive knowledge consists of three components, namely awareness of knowledge/person variables, awareness of thinking/task variables, and awareness of thinking/strategy variables (Thamraksa, 2005). Metacognition regulation is a person's internal subjective response to metacognitive knowledge. Metacognition regulation is monitoring cognitive activity and ensuring that cognitive goals have been achieved (Berry, 1983).

Metacognition activities in this model are carried out through five activities. The first activity is to reflect on students' thinking processes in virtual experiments. The second activity is to look for other concrete examples from previous learning experiences. The third activity analyzes the learning experience's advantages and disadvantages. The fourth activity is generalizing and formulating rules regarding the learning experience. The last activity is to name the learning experience as a learning strategy (Zohar, 1999, 2004; Zohar & Dori, 2012). The metacognition learning model has components of planning, monitoring, and evaluating (Dimaggi et al., 2014). Based on the description of the

integration of metacognitive knowledge and the regulation of metacognition, the syntax of the virtual science experiment model is metacognitively integrated, which consists of six steps, namely, awareness, posing essential questions, planning, monitoring, evaluating, and reflecting.

After the model was implemented, students' HOTS data were obtained for each material. The pre-test was conducted once, while the post-test was performed seven times. The data is then analyzed for prerequisites (normality and homogeneity) to determine whether the influence of the model on HOTS can be analyzed using parametric statistics. The results of the normality test conducted as the requirement for multivariate analysis are presented in Table 1.

Data	Model	Kolmogorov-Smirnov ^a	
		Statistic	Sig.
Pretest	experiment	.101	.200*
	control	.105	$.200^{*}$
Post-test 1	experiment	.157	.015
	control	.131	.092
Post-test 2	experiment	.071	$.200^{*}$
	control	.086	$.200^{*}$
Post-test 3	experiment	.097	$.200^{*}$
	control	.096	$.200^{*}$
Post-test 4	experiment	120	.151
	control	.126	.118
Post-test 5	experiment	.147	.029
	control	.082	$.200^{*}$
Post-test 6	experiment	.106	$.200^{*}$
	control	.125	.131
Post-test 7	experiment	.139	.051
	control	.090	.200*

Table 1. Tests of Normality

*. This is a lower bound of the true significance.

a. Lilliefors Significance Correction

Table 1 shows that all data are normally distributed, confirmed by the value of sig > 0.05 (α) in the Shapiro-Wilk column. The normality of the data in all treatment groups has met the assumption to continue testing the hypothesis using the General Linear Model (Multivariate of Variance). The second assumption test is the homogeneity test (Table 2).

 Table 2. Tests of Homogeneity through Box's Test of Equality of Covariance

 Matrices

Box's Test of Equality of Covariance Matrices					
Box's M	223,844				
F	2,800				
df1	72				
df2	36809,703				
Sig.	,000				
Tests the null hypothesis that the observed covariance matrices of the dependent					
variables are equal across groups.					
a. Design: Intercept + Model					
Within Subjects Design: time					

Box's M value shows the homogeneity of the HOTS scores achieved by the experimental and control groups. A sig value of 0.000 or below 0.05 indicates that the data are not homogeneous or that the HOTS scores in each treatment group vary greatly. In an experimental study, this inhomogeneity is not a problem, because it is difficult to get the same variation in scores in two groups that are subjected to different treatments. In a quasi-experimental design, the error factor (subject, sample, treatment, etc.) has a significant effect on the change in pretest to posttest scores, resulting in broad variation in the scores achieved by research subjects. Additionally, it is difficult for all subjects in the experimental group to see identical improvement in scores. Due to the impossibility of obtaining the same variance in scores between two groups given to different treatments (Widhiarso, 2011), this inhomogeneity can be overlooked (Blanca et al., 2017). MANOVA is a robust test for data homogeneity disturbances when the sample size difference between the two treatment groups is between 7 and 15 participants (Ramsey, 2007).

The GLM test with Multivariate Analysis of Variance (MANOVA) revealed an interaction between time (pre-post-test) and group (experiment-control). The interaction demonstrated that the difference in scores between the two groups (experiment-control) was substantially different from pre- to post-test. The MD value for the experimental group was -17.505 with a significance value of 0.000 (0.05), indicating that the experimental group saw a significant rise in HOTS. The MD value in the control group was -11.069* with a significance value of 0.001, showing a statistically significant increase. The greatest rise occurred in the experimental group, with a mean difference of 17.505 between pretest and posttest. Additionally, the findings of the multivariate test in Table 3 were evaluated to ascertain the virtual practicum's impact on students' HOTS.

Learning model		Sig.	Partial Eta Squared
Experiment	Pillai's trace	.000	.745
	Wilks' lambda	.000	.745
	Hotelling's trace	.000	.745
	Roy's largest root	.000	.745
Control	Pillai's trace	.000	.354
	Wilks' lambda	.000	.354
	Hotelling's trace	.000	.354
	Roy's largest root	.000	.354

Table 3. Multivariate Tes	ts
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within each level combination of the other effects shown. These tests are based on the linearly independent pairwise comparisons among the estimated marginal means

The significance values in Table 3 indicate that virtual practicums influence increasing students' HOTS. As mentioned by (Leech et al., 2013), the treatment's efficacy can be seen in Wilks' Lambda column. In the experimental group, Partial Eta Squared of 0.745 indicates that the given treatment successfully increased students' HOTS by 74.5%, while the observed increase in HOTS in the control group was only 35.4%. The partial eta square value indicates the magnitude of an effect of a treatment (with a small effect being 0.01; a medium effect being 0.3, and a large effect being 0.5) (Bakker et al., 2019; Cohen, 1988; Mordkoff, 2019). The effect size discovered in this study is regarded as quite high, as it exceeds 50%. Thus, with big effect size and a 74.5% rise in HOTS, it can be concluded that virtual practicums have a considerable influence on students' HOTS. This rise is bigger than the increase in HOTS observed in students studying using other models.

Discussion

The virtual experiment syntax established in this study is the outcome of incorporating metacognitive theory into the stages of virtual science experiment. Students who participate actively in experiment, the will demonstrate an enhancement in both their individual and collaborative cognitive and metacognitive functions (Zarouk et al., 2020). Metacognition is comprised of knowledge and regulation components. Metacognitive knowledge consists of three components, namely awareness of knowledge/person variables, awareness of thinking/task variables, and awareness of thinking/strategy variables. Declarative, procedural, and conditional knowledge are all examples of metacognitive knowledge (Thamraksa, 2005). Metacognition regulation is the subjective internal response of an individual to metacognitive knowledge. This response is likewise directed at problem-solving strategic tasks. Metacognition regulation is the process of observing cognitive activity and ascertaining if cognitive objectives are met (Berry, 1983). Planning, monitoring, and assessing are the components of the metacognition learning model (Dimaggi et al., 2014). These three elements then become part of the virtual experiment phases in the planning, monitoring, and reflection portions, which correspond to the PjBL model.

The virtual experiment model used in this study places a premium on students' autonomy and flexibility of thought when it comes to problem-solving through workbased projects. Students are compelled to explore contextual learning problems. The problem-solving activities conducted in the classroom include mind mapping, contextual project work in the surrounding environment, virtual project work using Tracker, PhET, and sound meter software, as well as making video presentations. Each lesson began with an activity that helps students identify their strengths and weaknesses (awareness) in terms of science topics, and then move on to developing problem-solving methods (planning, monitoring, evaluating).

The implementation phase of the model also showed that the students' HOTS increased due to the use of this model. The increase in students' HOTS in the areas of logic, reasoning, and analysis was seen in their activity of assessing science problems that arise in their environment (Ichsan et al., 2019). The students were tasked with the

responsibility of resolving these issues through the development of works. Each session contained a variety of works, including mind mapping, science experiments (contextual and virtual), and video presentations. The students had to study and understand the information using logic and reasoning to complete the project in the form of mind mapping. They were required to examine difficulties to complete science projects such as building simple automobiles, electrical circuits, simple compasses, simple pendulums, and solar system simulations. Besides that, the students were also accustomed to discussing issues with other students to develop their problem-solving skills.

The increase in students' HOTS in the evaluation aspect occurred because they were required to evaluate the achievement of their learning objectives, the suitability of the work produced with the problem, as well as the suitability of time and strategy with the expected results. The increase in the students' creation scores happened because of students becoming accustomed to making items that correspond to the learning objectives. The students were allowed to collaborate to convey their thoughts. At this step, opinions were gathered, clarified, logically reasoned, and expressed to others (Mumford & McIntosh, 2017; Sodikova, 2020). Each student's product was unique in terms of shape, substance, and outcome since they used the materials available in their immediate area while leveraging their prior knowledge.

At each step of learning, students' higher-order thinking skills (HOTS), specifically their ability to solve problems and make judgments, were also developed. For instance, when students used Tracker software to analyze the motion of an object (a wind-powered car), they ran into numerous complications. Despite the availability of the tutorials, some students were unable to complete the project by the deadline. This occurred because some pupils were technically incapable of using the software used in the analytical procedure. Students who had completed the project were then asked to mentor other students during virtual face-to-face encounters. This accomplishment arose as a result of students' willingness to experiment with various methods for solving issues, such as using MS Excel for mathematical operations and graph creation. Another example is the experiment with electricity using PhET Simulation, where numerous electrical circuits burnt throughout the project due to faulty wiring and resistance. Students who ventured to experiment with alternate steps were successful in determining the correct order. Problem-solving is a fundamental cognitive function in humans that interacts with other skills such as abstraction, decision making, analysis, and synthesis (Drigas & Mitsea, 2020). Students who develop strong problem-solving and judgment abilities will develop

into self-assured, creative, and autonomous thinkers. The society produced by these individuals is easily capable of resolving everyday difficulties (Özreçberoğlu & Çağanağa, 2018).

The advantages of this virtual experiment model are that it is designed using quantifiable scientific procedures and involving experts, adaptable to normal or pandemic conditions by adjusting the learning activities, consists of learning activities that teach students to make decisions, take responsibility for their actions, and complete complex tasks or assist other friends with their assignments, is grounded in real-world problems and emphasizes project-based learning, which is critical for the development of outcome-based education curriculum, and is comprised of projects that foster the emergence of open-ended solutions, thereby preparing students to be problem solvers. However, the efficiency of this virtual experiment is also influenced by other aspects, such as self-regulation (Sulisworo et al., 2020) and student technology readiness (Indriyanti et al., 2020).

CONCLUSION

This study was successful in generating a virtual science experiment design that incorporates metacognitive strategies using syntax, including increasing awareness, posing essential questions, planning, monitoring, evaluating, and reflecting. This model has a significant effect on students' HOTS, particularly in the areas of logic, reasoning, analysis, assessment, invention, problem-solving, and making judgments. These criteria are met when a support system in the form of instructional materials and student worksheets is in place. Collaboration between students and communication between students and the instructor as a social system, as well as the principle of reactions that occur when the lecturer provides reinforcement, all contribute to the experiment model's feasibility. According to the findings, lecturers should monitor students' knowledge and reflection of learning objectives to ensure that learning activities truly engage the domain of metacognition. Although it will take some time, this strategy appears to be worth considering by university science departments as a science experiment solution during the pandemic age.

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2. Bukti Konfirmasi review dan hasil review (08 September 2022)

[CP] Editor Decision

Journal Manager <binar@uny.ac.id>

Trikinasih Handayani:

We have reached a decision regarding your submission to Jurnal Cakrawala Pendidikan, "INTEGRATING METACOGNITIVE STRATEGIES IMPACT IN VIRTUAL SCIENCE EXPERIMENTS FOR UNDERGRADUATE STUDENTS' HOTS".

Our decision is: Revisions Required

Please revise your paper according to the reviewers comments below and also the comments in the soft-copy of your article (file attached), then highlight in yellow the revised part. Return the revised manuscript within 2 weeks (14 days) to be considered for the ... publication.

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INTEGRATING METACOGNITIVE STRATEGIES IMPACT IN VIRTUAL SCIENCE EXPERIMENTS FOR UNDERGRADUATE STUDENTS' HOTS

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Abstract: Higher Order Thinking Skills (HOTS) are essential variables that support the achievement of science learning objectives. However, distance learning during the Covid-19 Pandemic was the cause of the lack of maximum HOTS for undergraduate science students due to their lack of involvement in experiments. Therefore, this study aims to apply a metacognition-integrated science virtual experiment model and examine its impact on students' HOTS science. A quasi-experiment was involved with a randomized pretest-posttest comparison group design to see the impact of the implementation of this model. Participants in the two treatment groups were randomly selected from two private universities in Indonesia. The HOTS of participants were assessed using multiple-choice questions. Observation sheets were used to measure the implementation of the learning model being developed. A general linear model with MANOVA was used to test the effect of the model, while Partial Eta Squared was used to measure the effect size of the model on HOTS. The results showed that the virtual science experimental model integrated with metacognition strategies significantly affected students' HOTS. The effect size measurement shows a high effect in the experimental group. Researchers recommend that universities apply a similar model to encourage students' achievement of HOTS.

Keywords: higher-order thinking skills, metacognition, undergraduate science students, virtual science experiment

INTEGRASI DAMPAK STRATEGI METAKOGNITIF DALAM EKSPERIMEN SAINS VIRTUAL UNTUK HOTS MAHASISWA

Abstrak: Higher Order Thinking Skills (HOTS) merupakan variabel penting yang mendukung tercapainya tujuan pembelajaran IPA. Namun, pembelajaran jarak jauh di masa Pandemi Covid-19 menjadi penyebab kurangnya HOTS secara maksimal bagi mahasiswa S1 IPA karena kurangnya keterlibatan mereka dalam kegiatan eksperimen. Oleh karena itu, penelitian ini bertujuan untuk menerapkan model eksperimen virtual sains terintegrasi metakognisi dan menguji pengaruhnya terhadap HOTS sains mahasiswa. Sebuah kuasi-eksperimen dilakukan dengan desain kelompok pembanding pretest-posttest acak untuk melihat dampak dari penerapan model ini. Subjek dalam dua kelompok perlakuan dipilih secara acak dari dua perguruan tinggi swasta di Indonesia. HOTS mahasiswa dinilai menggunakan pertanyaan pilihan ganda. Lembar observasi digunakan untuk mengukur keterlaksanaan model pembelajaran yang dikembangkan. Model linier umum dengan MANOVA digunakan untuk menguji pengaruh model, sedangkan Partial Eta Squared digunakan untuk mengukur ukuran efek model pada HOTS. Hasil penelitian menunjukkan bahwa model eksperimen IPA virtual terintegrasi dengan strategi metakognisi berpengaruh signifikan terhadap HOTS mahasiswa. Pengukuran effect size menunjukkan pengaruh yang tinggi pada kelompok eksperimen.

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Peneliti merekomendasikan agar perguruan tinggi menerapkan model serupa untuk mendorong prestasi HOTS mahasiswa.

Kata Kunci: keterampilan berpikir tingkat tinggi, metakognisi, mahasiswa S1 IPA, eksperimen sains virtual

INTRODUCTION

Higher Order Thinking Skills (HOTS) for pre-service teacher is very important in supporting the achievement of Technological Pedagogical and Content Knowledge (TPACK) (Ilmi et al., 2020). There have been many lessons that empower HOTS, including ILMIZI (Ichsan, 2019), Science, Technology, Engineering, and Mathematics (STEM) (Rosidin et al., 2019), discovery learning (Indah, 2020), Project-based Learning (PjBL) (Suherman et al., 2020), or the combination of STEM-PjBL (Maryani, Astrianti, et al., 2021). These models have proven effective in training HOTS, but the Covid-19 Pandemic hampers their implementation.

The Covid-19 pandemic provides the impetus for institutions to change the learning process (Giatman et al., 2020; Stevanović et al., 2021). This necessitates lecturers' and students' readiness to use technology and solve problems effectively (Gestiardi et al., 2021). The situation in the field is the lack of preparedness of lecturers and students to adapt to the rapid changes, so the follow-up to learning is also not optimal (Firmansyah et al., 2021). As a result, there are many learning losses (Storey & Zhang, n.d.), learning objectives are not achieved (Yusuf, 2021), and student interest and involvement in distance learning are very low (Nambiar, 2020). These problems have a direct impact on student HOTS.

Higher-order Thinking Skills (HOTS) play a significant role in developing and applying scientific concepts in adult learners. These skills assess an individual's memory and his or her capacity to analyze, synthesize, and evaluate (Thomas & Thorne, 2009). The higher-order thinking process is pursued through remembering, understanding, applying, analyzing, making judgments, and making decisions (Brookhart, 2010; Heong et al., 2011).

The strong demand for the development of HOTS in the Institutes of Education and Education Personnel (IEEPs) runs counter to the HOTS of pre-service teachers at these institutions. It means that many prospective teachers in IEEPs have low levels of thinking (lower-order thinking skills) (Gradini et al., 2018; Wiyoko & Aprizan, 2020). According to studies, the learning models in IEEPs have not been able to promote HOTS in their students. Previous research has been conducted to assess the effectiveness of the following learning

models in improving college students' HOTS: PBL (Fakhriyah, 2014), RMS (Reading, Mapping, and Sharing) (Diani et al., 2018), CUPs (Conceptual Understanding Procedures) (Saregar et al., 2016), Constructive Controversy (CC) and Modified Free Inquiry (MFI) (Pratiwi, 2014), film (Anthony et al., 2014), and Guided Inquiry Laboratory-Based Module (Prihmardoyo et al., 2017). Unfortunately, research in Indonesia still revolves around HOTS measurement and analysis instruments. Only a few academics have developed a distance learning method built on HOTS empowerment, and many overlook the incorporation of the aforementioned learning models into distance learning during the Covid-19 epidemic.

The key to success in distance learning is independence (Kauffman, 2015). The virtual science experiment model must be developed in such a way that student independence is maximized. One approach would be to incorporate metacognitive strategies into the learning model (Panahandeh & Asl, 2014). Metacognition is the knowledge of cognition as well as the regulation of cognition (Winne, 2017). The former involves metacognitive knowledge and experience, whereas the latter incorporates metacognitive strategies. This theory is relevant in this case because the metacognitive dimension is the most important dimension of knowledge after the factual, conceptual, and procedural dimensions.

Previous related studies show that metacognitive strategies have several advantages, including assisting students in monitoring their progress and controlling their learning process (via reading, writing, and problem-solving), contributing to the learner's desire to learn beyond his or her intellectual abilities; and improving student academic achievement across age, cognitive abilities, and learning domains, including reading, writing, math, reasoning, and problem-solving (Veenman et al., 2004; Wang et al., 1990). Undergraduate students' metacognition should be optimized for them to sharpen their thinking skills in overcoming real-world problems (Kleitman & Narciss, 2019).

Students can engage in metacognition activities in the classroom by reflecting on the thinking processes involved in the learning process; looking for other concrete examples from previous learning experiences and thought patterns; analyzing the benefits of using the mindset and the disadvantages of not using it, leading to an understanding of where the strategy should be used; and generalizing and formulating rules regarding these thought patterns (Zohar, 1999, 2004; Zohar & Dori, 2012). Previous research has also succeeded in developing a metacognition-based learning model called MiSHE (Metacognition in science for higher education) (Maryani, Prasetyo, et al., 2021). This model has the advantage of involving students from lesson planning to reflection. The MiSHE model is also claimed to be successful

in training students' self-regulation for distance learning and managing the tasks assigned to them. Furthermore, one part of the MiSHE Model is virtual experiment-based learning. Thus, researchers are interested in implementing this learning model, which is integrated with metacognition strategies, to determine its effect on students' HOTS Science.

METHODS

This study used an experimental study with a randomized pretest-posttest comparison group design (Creswell, 2012), to know the impact of this model compared with the other model. The experimental class consisted of 39 students, while the control class consisted of 40 students. The research design used a randomized Pretest-Posttest Comparison Group Design referring to Creswell (2012).

HOTS data is collected through a test that uses seven valid questions for each material (there are seven materials in this lesson). The validity and reliability of the questions are sought with response theory items for multiple-choice questions. Data analysis was performed using the General Linear Model with Multivariate of Variance (MANOVA). After establishing the significant effect of the model on students' HOTS, the effect size was calculated. Effect size shows the degree of the experiment model's significant effect on students' HOTS. It is defined as the standard deviation between the control and experimental groups' scores. Cohen's d is the appropriate effect size in this circumstance. A large Cohen's d value indicates that the difference between the control and experimental groups is significant. The effect size was also computed in MANOVA using Eta squared. An Eta squared value of 0.01 suggests a small effect, 0.03 indicates a moderate effect, and 0.5 indicates a big effect (Bakker et al., 2019; Cohen, 1988; Mordkoff, 2019).

FINDINGS AND DISCUSSION

Findings

The syntax of the metacognition integrated virtual science learning model results from integrating metacognition theory into virtual experiments. Metacognition consists of aspects of knowledge and regulation. Metacognitive knowledge consists of three components, namely awareness of knowledge/person variables, awareness of thinking/task variables, and awareness of thinking/strategy variables (Thamraksa, 2005). Metacognition regulation is a person's internal subjective response to metacognitive knowledge. Metacognition regulation is

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- Commented [R3R2]: What are indicators of HOTS?
- Commented [R4]: Please write the hypothesis

Assumptions to conduct ANOVA

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Metacognition activities in this model are carried out through five activities. The first activity is to reflect on students' thinking processes in virtual experiments. The second activity is to look for other concrete examples from previous learning experiences. The third activity analyzes the learning experience's advantages and disadvantages. The fourth activity is generalizing and formulating rules regarding the learning experience. The last activity is to name the learning experience as a learning strategy (Zohar, 1999, 2004; Zohar & Dori, 2012). The metacognition learning model has components of planning, monitoring, and evaluating (Dimaggi et al., 2014). Based on the description of the integration of metacognitive knowledge and the regulation of metacognition, the syntax of the virtual science experiment model is metacognitively integrated, which consists of six steps, namely, awareness, posing essential questions, planning, monitoring, evaluating, and reflecting.

After the model was implemented, students' HOTS data were obtained for each material. The pre-test was conducted once, while the post-test was performed seven times. The data is then analyzed for prerequisites (normality and homogeneity) to determine whether the influence of the model on HOTS can be analyzed using parametric statistics. The results of the normality test conducted as the requirement for multivariate analysis are presented in Table 1.

Table 1. Tests of Normality

Data	Model	Kolmo	ogorov-Smirnov ^a
		Statistic	Sig.
Pretest	experiment	.101	.200*
	control	.105	$.200^{*}$
Post-test 1	experiment	.157	.015
	control	.131	.092
Post-test 2	experiment	.071	$.200^{*}$
	control	.086	$.200^{*}$
Post-test 3	experiment	.097	$.200^{*}$
	control	.096	$.200^{*}$
Post-test 4	experiment	120	.151
	control	.126	.118
Post-test 5	experiment	.147	.029

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Data	Model	Kolmogorov-Smirnov ^a	
		Statistic	Sig.
	control	.082	$.200^{*}$
Post-test 6	experiment	.106	$.200^{*}$
	control	.125	.131
Post-test 7	experiment	.139	.051
	control	.090	$.200^{*}$

*. This is a lower bound of the true significance.

a. Lilliefors Significance Correction

Table 1 shows that all data are normally distributed, confirmed by the value of sig > 0.05 (α) in the Shapiro-Wilk column. The normality of the data in all treatment groups has met the assumption to continue testing the hypothesis using the General Linear Model (Multivariate of Variance). The second assumption test is the homogeneity test (Table 2).

Table 2. Tests of Homogeneity through Box's Test of Equality of Covariance Matrices

Box's Test of Equality of Covariance Matrices				
Box's M	223,844			
F	2,800			
df1	72			
df2	36809,703			
Sig.	,000			
Tests the null hypothesis that the observed covariance matrices of the dependent variables are equal across groups.				
a. Design: Intercept + Model				
Within Subjects Design: time				

Box's M value shows the homogeneity of the HOTS scores achieved by the experimental and control groups. A sig value of 0.000 or below 0.05 indicates that the data are not homogeneous or that the HOTS scores in each treatment group vary greatly. In an experimental study, this inhomogeneity is not a problem, because it is difficult to get the same variation in scores in two groups that are subjected to different treatments. In a quasi-

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experimental design, the error factor (subject, sample, treatment, etc.) has a significant effect on the change in pretest to posttest scores, resulting in broad variation in the scores achieved by research subjects. Additionally, it is difficult for all subjects in the experimental group to see identical improvement in scores. Due to the impossibility of obtaining the same variance in scores between two groups given to different treatments (Widhiarso, 2011), this inhomogeneity can be overlooked (Blanca et al., 2017). MANOVA is a robust test for data homogeneity disturbances when the sample size difference between the two treatment groups is between 7 and 15 participants (Ramsey, 2007).

The GLM test with Multivariate Analysis of Variance (MANOVA) revealed an interaction between time (pre-post-test) and group (experiment-control). The interaction demonstrated that the difference in scores between the two groups (experiment-control) was substantially different from pre- to post-test. The MD value for the experimental group was - 17.505 with a significance value of 0.000 (0.05), indicating that the experimental group saw a significant rise in HOTS. The MD value in the control group was -11.069* with a significance value of 0.001, showing a statistically significant increase. The greatest rise occurred in the experimental group, with a mean difference of 17.505 between pretest and posttest. Additionally, the findings of the multivariate test in Table 3 were evaluated to ascertain the virtual practicum's impact on students' HOTS.

Learning model		Sig.	Partial Eta Squared	
Experiment	Pillai's trace	.000	.745	
	Wilks' lambda	.000	.745	
	Hotelling's trace	.000	.745	
	Roy's largest root	.000	.745	
Control	Pillai's trace	.000	.354	
	Wilks' lambda	.000	.354	
	Hotelling's trace	.000	.354	
	Roy's largest root	.000	.354	

Table 3. Multivariate Tests

within each level combination of the other effects shown. These tests are based on the linearly independent pairwise comparisons among the estimated marginal means

The significance values in Table 3 indicate that virtual practicums influence increasing students' HOTS. As mentioned by (Leech et al., 2013), the treatment's efficacy can be seen in Wilks' Lambda column. In the experimental group, Partial Eta Squared of 0.745 indicates that the given treatment successfully increased students' HOTS by 74.5%, while the observed increase in HOTS in the control group was only 35.4%. The partial eta square value indicates the magnitude of an effect of a treatment (with a small effect being 0.01; a medium effect being 0.3, and a large effect being 0.5) (Bakker et al., 2019; Cohen, 1988; Mordkoff, 2019). The effect size discovered in this study is regarded as quite high, as it exceeds 50%. Thus, with big effect size and a 74.5% rise in HOTS, it can be concluded that virtual practicums have a considerable influence on students' HOTS. This rise is bigger than the increase in HOTS observed in students studying using other models.

Discussion

The virtual experiment syntax established in this study is the outcome of incorporating metacognitive theory into the stages of virtual science experiment. Students who participate actively in experiment, the will demonstrate an enhancement in both their individual and collaborative cognitive and metacognitive functions (Zarouk et al., 2020). Metacognition is comprised of knowledge and regulation components. Metacognitive knowledge consists of three components, namely awareness of knowledge/person variables, awareness of thinking/task variables, and awareness of thinking/strategy variables. Declarative, procedural, and conditional knowledge are all examples of metacognitive knowledge (Thamraksa, 2005). Metacognition regulation is the subjective internal response of an individual to metacognitive knowledge. This response is likewise directed at problem-solving strategic tasks. Metacognition regulation is the process of observing cognitive activity and ascertaining if cognitive objectives are met (Berry, 1983). Planning, monitoring, and assessing are the components of the wirtual experiment phases in the planning, monitoring, and reflection portions, which correspond to the PjBL model.

The virtual experiment model used in this study places a premium on students' autonomy and flexibility of thought when it comes to problem-solving through work-based projects. Students are compelled to explore contextual learning problems. The problem-solving activities conducted in the classroom include mind mapping, contextual project work in the surrounding environment, virtual project work using Tracker, PhET, and sound meter software, as well as making video presentations. Each lesson began with an activity that helps

students identify their strengths and weaknesses (awareness) in terms of science topics, and then move on to developing problem-solving methods (planning, monitoring, evaluating).

The implementation phase of the model also showed that the students' HOTS increased due to the use of this model. The increase in students' HOTS in the areas of logic, reasoning, and analysis was seen in their activity of assessing science problems that arise in their environment (Ichsan et al., 2019). The students were tasked with the responsibility of resolving these issues through the development of works. Each session contained a variety of works, including mind mapping, science experiments (contextual and virtual), and video presentations. The students had to study and understand the information using logic and reasoning to complete the project in the form of mind mapping. They were required to examine difficulties to complete science projects such as building simple automobiles, electrical circuits, simple compasses, simple pendulums, and solar system simulations. Besides that, the students were also accustomed to discussing issues with other students to develop their problem-solving skills.

The increase in students' HOTS in the evaluation aspect occurred because they were required to evaluate the achievement of their learning objectives, the suitability of the work produced with the problem, as well as the suitability of time and strategy with the expected results. The increase in the students' creation scores happened because of students becoming accustomed to making items that correspond to the learning objectives. The students were allowed to collaborate to convey their thoughts. At this step, opinions were gathered, clarified, logically reasoned, and expressed to others (Mumford & McIntosh, 2017; Sodikova, 2020). Each student's product was unique in terms of shape, substance, and outcome since they used the materials available in their immediate area while leveraging their prior knowledge.

At each step of learning, students' higher-order thinking skills (HOTS), specifically their ability to solve problems and make judgments, were also developed. For instance, when students used Tracker software to analyze the motion of an object (a wind-powered car), they ran into numerous complications. Despite the availability of the tutorials, some students were unable to complete the project by the deadline. This occurred because some pupils were technically incapable of using the software used in the analytical procedure. Students who had completed the project were then asked to mentor other students during virtual face-to-face encounters. This accomplishment arose as a result of students' willingness to experiment with various methods for solving issues, such as using MS Excel for mathematical operations and graph creation. Another example is the experiment with electricity using PhET Simulation, where numerous electrical circuits burnt throughout the project due to faulty wiring and resistance. Students who ventured to experiment with alternate steps were successful in determining the correct order. Problem-solving is a fundamental cognitive function in humans that interacts with other skills such as abstraction, decision making, analysis, and synthesis (Drigas & Mitsea, 2020). Students who develop strong problem-solving and judgment abilities will develop into self-assured, creative, and autonomous thinkers. The society produced by these individuals is easily capable of resolving everyday difficulties (Özreçberoğlu & Çağanağa, 2018).

The advantages of this virtual experiment model are that it is designed using quantifiable scientific procedures and involving experts, adaptable to normal or pandemic conditions by adjusting the learning activities, consists of learning activities that teach students to make decisions, take responsibility for their actions, and complete complex tasks or assist other friends with their assignments, is grounded in real-world problems and emphasizes project-based learning, which is critical for the development of outcome-based education curriculum, and is comprised of projects that foster the emergence of open-ended solutions, thereby preparing students to be problem solvers. However, the efficiency of this virtual experiment is also influenced by other aspects, such as self-regulation (Sulisworo et al., 2020) and student technology readiness (Indriyanti et al., 2020).

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CONCLUSION

This study was successful in generating a virtual science experiment design that incorporates metacognitive strategies using syntax, including increasing awareness, posing essential questions, planning, monitoring, evaluating, and reflecting. This model has a significant effect on students' HOTS, particularly in the areas of logic, reasoning, analysis, assessment, invention, problem-solving, and making judgments. These criteria are met when a support system in the form of instructional materials and student worksheets is in place. Collaboration between students and communication between students and the instructor as a social system, as well as the principle of reactions that occur when the lecturer provides reinforcement, all contribute to the experiment model's feasibility. According to the findings, lecturers should monitor students' knowledge and reflection of learning objectives to ensure that learning activities truly engage the domain of metacognition. Although it will take some time, this strategy appears to be worth considering by university science departments as a science experiment solution during the pandemic age.

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3.Bukti Konfirmasi submit review dan artikel yang diresubmit (29 september 2022)

INTEGRATING METACOGNITIVE STRATEGIES IMPACT IN VIRTUAL SCIENCE EXPERIMENTS FOR UNDERGRADUATE STUDENTS' HOTS

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Abstract: Higher Order Thinking Skills (HOTS) are essential variables that support the achievement of science learning objectives. However, distance learning during the Covid-19 Pandemic was the cause of the lack of maximum HOTS for undergraduate science students due to their lack of involvement in experiments. Therefore, this study aims to apply a metacognition-integrated science virtual experiment model and examine its impact on students' HOTS science. A quasiexperiment was involved with a randomized pretest-posttest comparison group design to see the impact of the implementation of this model. Participants in the two treatment groups were randomly selected from two private universities in Indonesia. The HOTS of participants were assessed using multiple-choice questions. Observation sheets were used to measure the implementation of the learning model being developed. A general linear model with MANOVA was used to test the effect of the model, while Partial Eta Squared was used to measure the effect size of the model on HOTS. The results showed that the virtual science experimental model integrated with metacognition strategies significantly affected students' HOTS. The effect size measurement shows a high effect in the experimental group. Researchers recommend that universities apply a similar model to encourage students' achievement of HOTS.

Keywords: higher-order thinking skills, metacognition, undergraduate science students, virtual science experiment

INTEGRASI DAMPAK STRATEGI METAKOGNITIF DALAM EKSPERIMEN SAINS VIRTUAL UNTUK HOTS MAHASISWA

Abstrak: Higher Order Thinking Skills (HOTS) merupakan variabel penting yang mendukung tercapainya tujuan pembelajaran IPA. Namun, pembelajaran jarak jauh di masa Pandemi Covid-19 menjadi penyebab kurangnya HOTS secara maksimal bagi mahasiswa S1 IPA karena kurangnya keterlibatan mereka dalam kegiatan eksperimen. Oleh karena itu, penelitian ini bertujuan untuk menerapkan model eksperimen virtual sains terintegrasi metakognisi dan menguji pengaruhnya

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terhadap HOTS sains mahasiswa. Sebuah kuasi-eksperimen dilakukan dengan desain kelompok pembanding pretest-posttest acak untuk melihat dampak dari penerapan model ini. Subjek dalam dua kelompok perlakuan dipilih secara acak dari dua perguruan tinggi swasta di Indonesia. HOTS mahasiswa dinilai menggunakan pertanyaan pilihan ganda. Lembar observasi digunakan untuk mengukur keterlaksanaan model pembelajaran yang dikembangkan. Model linier umum dengan MANOVA digunakan untuk menguji pengaruh model, sedangkan Partial Eta Squared digunakan untuk mengukur ukuran efek model pada HOTS. Hasil penelitian menunjukkan bahwa model eksperimen IPA virtual terintegrasi dengan strategi metakognisi berpengaruh signifikan terhadap HOTS mahasiswa. Pengukuran effect size menunjukkan pengaruh yang tinggi pada kelompok eksperimen. Peneliti merekomendasikan agar perguruan tinggi menerapkan model serupa untuk mendorong prestasi HOTS mahasiswa.

Kata Kunci: keterampilan berpikir tingkat tinggi, metakognisi, mahasiswa S1 IPA, eksperimen sains virtual

INTRODUCTION

Higher Order Thinking Skills (HOTS) for pre-service teacher is very important in supporting the achievement of Technological Pedagogical and Content Knowledge (TPACK) (Ilmi et al., 2020). There have been many lessons that empower HOTS, including ILMIZI (Ichsan, 2019), Science, Technology, Engineering, and Mathematics (STEM) (Rosidin et al., 2019), discovery learning (Indah, 2020), Project-based Learning (PjBL) (Suherman et al., 2020), or the combination of STEM-PjBL (Maryani, Astrianti, et al., 2021). These models have proven effective in training HOTS, but the Covid-19 Pandemic hampers their implementation.

The Covid-19 pandemic provides the impetus for institutions to change the learning process (Giatman et al., 2020; Stevanović et al., 2021). This necessitates lecturers' and students' readiness to use technology and solve problems effectively (Gestiardi et al., 2021). The situation in the field is the lack of preparedness of lecturers and students to adapt to the rapid changes, so the follow-up to learning is also not optimal (Firmansyah et al., 2021). As a result, there are many learning losses (Storey & Zhang, n.d.), learning objectives are not achieved (Yusuf, 2021), and student interest and involvement in distance learning are very low (Nambiar, 2020). These problems have a direct impact on student HOTS.

Higher-order Thinking Skills (HOTS) play a significant role in developing and applying scientific concepts in adult learners. These skills assess an individual's memory and his or her capacity to analyze, synthesize, and evaluate (Thomas & Thorne, 2009). The higher-order thinking process is pursued through remembering, understanding, applying, analyzing, making judgments, and making decisions (Brookhart, 2010; Heong et al., 2011).

The strong demand for the development of HOTS in the Institutes of Education and Education Personnel (IEEPs) runs counter to the HOTS of preservice teachers at these institutions. It means that many prospective teachers in IEEPs have low levels of thinking (lower-order thinking skills) (Gradini et al., 2018; Wiyoko & Aprizan, 2020). According to studies, the learning models in IEEPs have not been able to promote HOTS in their students. Previous research has been conducted to assess the effectiveness of the following learning models in improving college students' HOTS: PBL (Fakhriyah, 2014), RMS (Reading, Mapping, and Sharing) (Diani et al., 2018), CUPs (Conceptual Understanding Procedures) (Saregar et al., 2016), Constructive Controversy (CC) and Modified Free Inquiry (MFI) (Pratiwi, 2014), film (Anthony et al., 2014), and Guided Inquiry Laboratory-Based Module (Prihmardoyo et al., 2017). Unfortunately, research in Indonesia still revolves around HOTS measurement and analysis instruments. Only a few academics have developed a distance learning method built on HOTS empowerment, and many overlook the incorporation of the aforementioned learning models into distance learning during the Covid-19 epidemic.

The key to success in distance learning is independence (Kauffman, 2015). The virtual science experiment model must be developed in such a way that student independence is maximized. One approach would be to incorporate metacognitive strategies into the learning model (Panahandeh & Asl, 2014). Metacognition is the knowledge of cognition as well as the regulation of cognition (Winne, 2017). The former involves metacognitive knowledge and experience, whereas the latter incorporates metacognitive strategies. This theory is relevant in this case because

the metacognitive dimension is the most important dimension of knowledge after the factual, conceptual, and procedural dimensions.

Previous related studies show that metacognitive strategies have several advantages, including assisting students in monitoring their progress and controlling their learning process (via reading, writing, and problem-solving), contributing to the learner's desire to learn beyond his or her intellectual abilities; and improving student academic achievement across age, cognitive abilities, and learning domains, including reading, writing, math, reasoning, and problem-solving (Veenman et al., 2004; Wang et al., 1990). Undergraduate students' metacognition should be optimized for them to sharpen their thinking skills in overcoming real-world problems (Kleitman & Narciss, 2019).

Students can engage in metacognition activities in the classroom by reflecting on the thinking processes involved in the learning process; looking for other concrete examples from previous learning experiences and thought patterns; analyzing the benefits of using the mindset and the disadvantages of not using it, leading to an understanding of where the strategy should be used; and generalizing and formulating rules regarding these thought patterns (Zohar, 1999, 2004; Zohar & Dori, 2012). Previous research has also succeeded in developing a metacognition-based learning model called MiSHE (Metacognition in science for higher education) (Maryani, Prasetyo, & Wilujeng, 2021). This model has the advantage of involving students from lesson planning to reflection. The MiSHE model is also claimed to be successful in training students' self-regulation for distance learning and managing the tasks assigned to them. Furthermore, one part of the MiSHE Model is virtual experiment-based learning. Thus, researchers are interested in implementing this learning model, which is integrated with metacognition strategies, to determine its effect on students' HOTS Science.

METHODS

This study used an experimental study with a randomized pretest-posttest comparison group design (Creswell, 2012), to know the impact of this model

compared with the other model. The experimental class consisted of 39 students, while the control class consisted of 40 students. The research design used a randomized Pretest-Posttest Comparison Group Design referring to Creswell (2012).

HOTS data is collected through a test that uses seven valid questions for each material (there are seven materials in this lesson). The indicators of HOTS questions are logic, reasoning, analysis, evaluation, creation, problem-solving, and decision making (Heong et al., 2011; R. Marzano, 2013; R. J. Marzano, 1993; R. J. Marzano & Kendall, 2006; Zohar & Dori, 2003). The validity and reliability of the questions are sought with response theory items for multiple-choice questions. The construct validity of the items was analyzed using item response theory with EFA (Explanatory Factor Analysis). The results can be seen in the attachment and previously published by Maryani, Prasetyo, Wilujeng, et al (2021) Data analysis was performed using the General Linear Model with Multivariate of Variance (MANOVA). After establishing the significant effect of the model on students' HOTS, the effect size was calculated. Effect size shows the degree of the experiment model's significant effect on students' HOTS. It is defined as the standard deviation between the control and experimental groups' scores. Cohen's d is the appropriate effect size in this circumstance. A large Cohen's d value indicates that the difference between the control and experimental groups is significant. The effect size was also computed in MANOVA using Eta squared. An Eta squared value of 0.01 suggests a small effect, 0.03 indicates a moderate effect, and 0.5 indicates a big effect (Bakker et al., 2019; Cohen, 1988; Mordkoff, 2019).

Hypothesis

H0: The integrated metacognition virtual practicums have significant effects on students' HOTS.

H1: The integrated metacognition virtual practicums have no significant effects on students' HOTS.

Commented [R2]: How are the results?

Please inform to readers

Commented [R3R2]: What are indicators of HOTS? Commented [L4R2]: logic, reasoning, analysis, evaluation, creation, problem-solving, and decision making.

Commented [R5]: Please write the hypothesis

Assumptions to conduct ANOVA

Commented [L6R5]: The construct validity of the experiment model shows the effectiveness of the model on increasing students' HOTS. The following hypotheses were examined in the test. H0: The integrated metacognition virtual practicums have

significant effects on students' HOTS.

H1: The integrated metacognition virtual practicums have no significant effects on students' HOTS.

FINDINGS AND DISCUSSION

Findings

The syntax of the metacognition integrated virtual science learning model results from integrating metacognition theory into virtual experiments. The syntax for this model uses the MiSHE model, which was previously developed by Maryani, Prasetyo, et al (2021) and Maryani et al (2022) by integrating metacognition into project-based learning. The syntax is: awareness, essential questions, planning, monitoring, evaluation, and reflection.

The learning process took place over seven sessions in two groups at different universities. Researchers involved three practicing lecturers as observers who also provided input on the implementation of the model. Observations are carried out through monitoring in Google Classroom so that the syntax of this model can be monitored optimally. Learning is carried out online using Google Classroom, Google Meet, Google Forms, YouTube, and the PhET simulation to carry out each stage of the model. The practicum carried out by students can be seen in Table 1.

Table 1. Virtual Experiment Activities

Subject Matter	Experiment
Motion and Force	Make a wind-powered toy car
Effort and energy	Analyze the motion of a toy car using Tracker
	Software
Electricity	Create electrical circuits with PhET simulation
Magnets	Create a magnet and a simple compass
Vibration, wave, and	Analyze vibration and sound intensity
sound	
Light	Analyze the phenomenon of the properties of
	light in the environment
Earth and solar system	Create solar system replicas and simulations

Metacognition consists of aspects of knowledge and regulation. Metacognitive knowledge consists of three components, namely awareness of knowledge/person variables, awareness of thinking/task variables, and awareness of thinking/strategy variables (Thamraksa, 2005). Metacognition regulation is a person's internal subjective response to metacognitive knowledge. Metacognition

Commented [R7]: Syntax should be described in methods

Here, please describe th implementation in the classroom

Commented [L8R7]: Awareness Essential questions Planning Monitoring Evaluation Reflection regulation is monitoring cognitive activity and ensuring that cognitive goals have been achieved (Berry, 1983).

Metacognition activities in this model are carried out through five activities. The first activity is to reflect on students' thinking processes in virtual experiments. The second activity is to look for other concrete examples from previous learning experiences. The third activity analyzes the learning experience's advantages and disadvantages. The fourth activity is generalizing and formulating rules regarding the learning experience. The last activity is to name the learning experience as a learning strategy (Zohar, 1999, 2004; Zohar & Dori, 2012). The metacognition learning model has components of planning, monitoring, and evaluating (Dimaggi et al., 2014). Based on the description of the integration of metacognitive knowledge and the regulation of metacognition, the syntax of the virtual science experiment model is metacognitively integrated, which consists of six steps, namely, awareness, posing essential questions, planning, monitoring, evaluating, and reflecting.

After the model was implemented, students' HOTS data were obtained for each material. The pre-test was conducted once, while the post-test was performed seven times. The descriptive analysis of HOTS data can be seen in Table 2.

Treatme nt	Paramet er	Pre test	Postest	Postest 2	Postest	Postest 4	Postest 5	Postest	Postest 7
Metaco	Mean	48,84	66,34	73,52	73,61	78,13	73,31	80,01	/ 81,33
gnition-	Std.dev	<mark>11,15</mark>	15,93	15,53	10,44	13,02	14,26	10,93	8,63
virtual	Min	32,60	$\frac{10,50}{32,10}$	33,30	51,40	53,60	46,40	59,50	60,00
practicum	<mark>Max</mark>	<mark>73,10</mark>	<mark>96,40</mark>	<mark>100,00</mark>	<mark>94,30</mark>	<mark>100,00</mark>	<mark>96,40</mark>	<mark>100,00</mark>	<mark>100,00</mark>
	<mark>Mean</mark>	<mark>41,02</mark>	<mark>55,94</mark>	<mark>60,32</mark>	<mark>55,52</mark>	<mark>61,81</mark>	<mark>65,11</mark>	<mark>67,36</mark>	<mark>72,31</mark>
Virtual	Std.dev	<mark>10,19</mark>	<mark>18,69</mark>	<mark>15,69</mark>	<mark>14,99</mark>	<mark>18,39</mark>	<mark>23,47</mark>	<mark>20,24</mark>	<mark>8,10</mark>
practicum	<mark>Min</mark>	<mark>14,80</mark>	<mark>17,90</mark>	<mark>28,60</mark>	<mark>24,29</mark>	21,40	3,60	<mark>26,30</mark>	<mark>56,67</mark>
	Max	<mark>63,80</mark>	<mark>96,40</mark>	<mark>88,10</mark>	90,00	<mark>96,40</mark>	100,00	100,00	<mark>86,67</mark>

Table 2. Result of student HOTS

The data is then analyzed for prerequisites (normality and homogeneity) to determine whether the influence of the model on HOTS can be analyzed using parametric statistics. The results of the normality test conducted as the requirement for multivariate analysis are presented in Table 3.

Data	Model	Kolmogorov-Smirnov ^a				
		Statistic	Sig.			
Pretest	experiment	.101	$.200^{*}$			
	control	.105	$.200^{*}$			
Post-test 1	experiment	.157	.015			
	control	.131	.092			
Post-test 2	experiment	.071	$.200^{*}$			
	control	.086	$.200^{*}$			
Post-test 3	experiment	.097	$.200^{*}$			
	control	.096	$.200^{*}$			
Post-test 4	experiment	120	.151			
	control	.126	.118			
Post-test 5	experiment	.147	.029			
	control	.082	$.200^{*}$			
Post-test 6	experiment	.106	$.200^{*}$			
	control	.125	.131			
Post-test 7	experiment	.139	.051			
	control	.090	$.200^{*}$			

Commented [R9]: Please describe first using statistics descriptive

Commented [R10R9]: How is the implementation in the class?

Commented [L11R9]: Cek narasi di tabel 1 dan paragraf sebelumnya

*. This is a lower bound of the true significance.

1.

a. Lilliefors Significance Correction

Table 1 shows that all data are normally distributed, confirmed by the value of sig > 0.05 (α) in the Shapiro-Wilk column. The normality of the data in all treatment groups has met the assumption to continue testing the hypothesis using the General Linear Model (Multivariate of Variance). The second assumption test is the homogeneity test (Table 4).

Table 4. Tests of Homogeneity through Box's Test of Equality of Covariance Matrices

Box's Test of Equality of Covariance Matrices						
Box's M	223,844					
F	2,800					
df1	72					
df2	36809,703					
Sig.	,000					
Tests the null hypothesis are equal across groups.	hat the observed covariance matrices of the dependent variable					

a. Design: Intercept + Model Within Subjects Design: time

Box's M value shows the homogenity of the HOTS scores achieved by the experimental and control groups. Rencher and Cristensen made the following observation that M-test is available in many software packages including SPSS and the rejection of null hypothesis of equal covariance matrices is not a serious problem when the number of observations is the same in each group (Sarma & Vardhan, 2018). A sig value of 0.000 or below 0.05 indicates that the data are not homogeneous or that the HOTS scores in each treatment group vary greatly. In an experimental study, this inhomogeneity is not a problem, because it is difficult to get the same variation in scores in two groups that are subjected to different treatments. In a quasi-experimental design, the error factor (subject, sample, treatment, etc.) has a significant effect on the change in pretest to posttest scores, resulting in broad variation in the scores achieved by research subjects. Additionally, it is difficult for all subjects in the experimental group to see identical improvement in scores. Due to the impossibility of obtaining the same variance in scores between two groups given to different treatments (Widhiarso, 2011), this inhomogeneity can be overlooked (Blanca et al., 2017). MANOVA is a robust test for data homogeneity disturbances when the sample size difference between the two treatment groups is between 7 and 15 participants (Ramsey, 2007).

The GLM test with Multivariate Analysis of Variance (MANOVA) revealed an interaction between time (pre-post-test) and group (experiment-control). The interaction demonstrated that the difference in scores between the two groups (experiment-control) was substantially different from pre- to post-test. The MD value for the experimental group was - 17.505 with a significance value of 0.000 (0.05), indicating that the experimental group saw a significant rise in HOTS. The MD value in the control group was -11.069* with a significance value of 0.001, showing a statistically significant increase. The greatest rise occurred in the experimental group, with a mean difference of 17.505 between pretest and posttest. Additionally, the findings of the multivariate test in Table 5 were evaluated to ascertain the virtual practicum's impact on students' HOTS.

Table 5. Multivariate Tests

Lea	arning model	Sig.	Partial Eta Squared
Experiment	Experiment Pillai's trace		.745
	Wilks' lambda	.000	.745

Commented [R12]: Describe deeper about interpretation of tables.

L	earning model	Sig.	Partial Eta Squared
	Hotelling's trace	.000	.745
	Roy's largest root	.000	.745
Control	Pillai's trace	.000	.354
	Wilks' lambda	.000	.354
	Hotelling's trace	.000	.354
	Roy's largest root	.000	.354

within each level combination of the other effects shown. These tests are based on the linearly independent pairwise comparisons among the estimated marginal means

The significance values in Table 3 indicate that virtual practicums influence increasing students' HOTS. As mentioned by (Leech et al., 2013), the treatment's efficacy can be seen in Wilks' Lambda column. In the experimental group, Partial Eta Squared of 0.745 indicates that the given treatment successfully increased students' HOTS by 74.5%, while the observed increase in HOTS in the control group was only 35.4%. The partial eta square value indicates the magnitude of an effect of a treatment (with a small effect being 0.01; a medium effect being 0.3, and a large effect being 0.5) (Bakker et al., 2019; Cohen, 1988; Mordkoff, 2019). The effect size discovered in this study is regarded as quite high, as it exceeds 50%. Thus, with big effect size and a 74.5% rise in HOTS, it can be concluded that virtual practicums have a considerable influence on students' HOTS. This rise is bigger than the increase in HOTS observed in students studying using other models.

Discussion

The virtual experiment syntax established in this study is the outcome of incorporating metacognitive theory into the stages of virtual science experiment. Students who participate actively in experiment, the will demonstrate an enhancement in both their individual and collaborative cognitive and metacognitive functions (Zarouk et al., 2020). Metacognition is comprised of knowledge and regulation components. Metacognitive knowledge consists of three components, namely awareness of knowledge/person variables, awareness of thinking/task variables, and awareness of thinking/strategy variables. Declarative, procedural, and conditional knowledge are all examples of metacognitive knowledge (Thamraksa, 2005). Metacognition regulation is the subjective internal response of an individual to metacognitive knowledge. This response is likewise directed at problem-solving strategic tasks. Metacognition regulation is the process of observing cognitive activity and ascertaining if

cognitive objectives are met (Berry, 1983). Planning, monitoring, and assessing are the components of the metacognition learning model (Dimaggi et al., 2014). These three elements then become part of the virtual experiment phases in the planning, monitoring, and reflection portions, which correspond to the PjBL model.

The virtual experiment model used in this study places a premium on students' autonomy and flexibility of thought when it comes to problem-solving through work-based projects. Students are compelled to explore contextual learning problems. The problem-solving activities conducted in the classroom include mind mapping, contextual project work in the surrounding environment, virtual project work using Tracker, PhET, and sound meter software, as well as making video presentations. Each lesson began with an activity that helps students identify their strengths and weaknesses (awareness) in terms of science topics, and then move on to developing problem-solving methods (planning, monitoring, evaluating).

The implementation phase of the model also showed that the students' HOTS increased due to the use of this model. The increase in students' HOTS in the areas of logic, reasoning, and analysis was seen in their activity of assessing science problems that arise in their environment (Ichsan et al., 2019). The students were tasked with the responsibility of resolving these issues through the development of works. Each session contained a variety of works, including mind mapping, science experiments (contextual and virtual), and video presentations. The students had to study and understand the information using logic and reasoning to complete the project in the form of mind mapping. They were required to examine difficulties to complete science projects such as building simple automobiles, electrical circuits, simple compasses, simple pendulums, and solar system simulations. Besides that, the students were also accustomed to discussing issues with other students to develop their problem-solving skills.

The increase in students' HOTS in the evaluation aspect occurred because they were required to evaluate the achievement of their learning objectives, the suitability of the work produced with the problem, as well as the suitability of time and strategy with the expected results. The increase in the students' creation scores happened because of students becoming accustomed to making items that correspond to the learning objectives. The students were allowed to collaborate to convey their thoughts. At this step, opinions were gathered, clarified, logically reasoned, and expressed to others (Mumford & McIntosh, 2017; Sodikova, 2020). Each student's product was unique in terms of shape, substance, and outcome since they used the materials available in their immediate area while leveraging their prior knowledge.

At each step of learning, students' higher-order thinking skills (HOTS), specifically their ability to solve problems and make judgments, were also developed. For instance, when students used Tracker software to analyze the motion of an object (a wind-powered car), they ran into numerous complications. Despite the availability of the tutorials, some students were unable to complete the project by the deadline. This occurred because some pupils were technically incapable of using the software used in the analytical procedure. Students who had completed the project were then asked to mentor other students during virtual face-to-face encounters. This accomplishment arose as a result of students' willingness to experiment with various methods for solving issues, such as using MS Excel for mathematical operations and graph creation. Another example is the experiment with electricity using PhET Simulation, where numerous electrical circuits burnt throughout the project due to faulty wiring and resistance. Students who ventured to experiment with alternate steps were successful in determining the correct order. Problem-solving is a fundamental cognitive function in humans that interacts with other skills such as abstraction, decision making, analysis, and synthesis (Drigas & Mitsea, 2020). Students who develop strong problem-solving and judgment abilities will develop into self-assured, creative, and autonomous thinkers. The society produced by these individuals is easily capable of resolving everyday difficulties (Özreçberoğlu & Çağanağa, 2018).

The advantages of this virtual experiment model are that it is designed using quantifiable scientific procedures and involving experts, adaptable to normal or pandemic conditions by adjusting the learning activities, consists of learning activities that teach students to make decisions, take responsibility for their actions, and complete complex tasks or assist other friends with their assignments, is grounded in real-world problems and emphasizes projectbased learning, which is critical for the development of outcome-based education curriculum, and is comprised of projects that foster the emergence of open-ended solutions, thereby preparing students to be problem solvers. However, the efficiency of this virtual experiment is also influenced by other aspects, such as self-regulation (Sulisworo et al., 2020) and student technology readiness (Indrivanti et al., 2020). Future research can adopt or modify this model to measure its impact on these two variables. The linkage of metacognition to self-regulation makes it seem like an association (Kristiani et al., 2015; Review, 2018; Rhodes, 2019; Shen & Liu, 2011). Meanwhile, the virtual lab used during practicum requires technological readiness (Firdaus et al., 2020; Halamka & Cerrato, 2021). Continuous application of the model allows students to be trained in HOTS continuously. When in real life or in industry, it can support their ability to solve contextual problems for better work performance.

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CONCLUSION

This study was successful in generating a virtual science experiment design that incorporates metacognitive strategies using syntax, including increasing awareness, posing essential questions, planning, monitoring, evaluating, and reflecting. This model has a significant effect on students' HOTS, particularly in the areas of logic, reasoning, analysis, assessment, invention, problem-solving, and making judgments. These criteria are met when a support system in the form of instructional materials and student worksheets is in place. Collaboration between students and communication between students and the instructor as a social system, as well as the principle of reactions that occur when the lecturer provides reinforcement, all contribute to the experiment model's feasibility. According to the findings, lecturers should monitor students' knowledge and reflection of learning objectives to ensure that learning activities truly engage the domain of metacognition. Although it will take some time, this strategy appears to be worth considering by university science departments as a science experiment solution during the pandemic age.

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No		1	2	3	4	5	6		8	9	10	
	1	4	4	4	3	3	4	4	3	3	5	
	2	5	5	5	5	5	5	4	5	4	5	
	3	4	4	4	5	5	5	5	5	5	5	
Penilai	4	4	4	5	5	5	5	5	4	4	4	
	5	5	5	5	4	4	5	5	5	5	5	
	6	4	4	4	4	5	4	4	4	4	4	
	7	5	5	5	5	5	5	5	5	5	5	Average
S_1		3	3	3	2	2	3	3	2	2	4	of
S_2		4	4	4	4	4	4	3	4	3	4	Aiken V index
S ₃		3	3	3	4	4	4	4	4	4	4	muex
S 4		3	3	4	4	4	4	4	3	3	3	
S_5		4	4	4	3	3	4	4	4	4	4	
S 6		3	3	3	3	4	3	3	3	3	3	
S 7		4	4	4	4	4	4	4	4	4	4	
Σs		24	24	25	24	25	26	25	24	23	26	
N (c-1)		28	28	28	28	28	28	28	28	28	28	
V	0,	857	0,857	0,893	0,857	0,893	0,929	0,893	0,857	0,821	0,929	0,879
Validity	V	alid	Valid									
Category	Н	ligh	High	Tinggi								

Appendix 1. The result of content validity of HOTS questions

Appendix 2. The result of construct validity of HOTS Questions a) Unidimensional Assumtion Test

KMO a							
Kaiser-Meyer-Olkin Me	.830						
Adequacy.							
Bartlett's Test of	Bartlett's Test of Approx. Chi-Square						
Sphericity		65					
	df	2926					
	Sig.	.000					

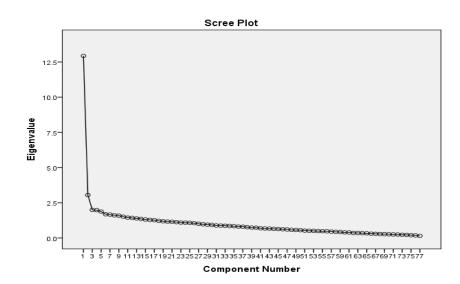
The Result of Factor Analysis

		Initial Eigen	values		ction Sums of Sqi	uared Loadings
Component	Total	% of Variance	Cumulative %	Total	% of Variance	Cumulative %
1	12.931	16.794	16.794	12.931	16.794	16.794
2	3.049	3.960	20.754	3.049	3.960	20.754
3	1.991	2.585	23.339	1.991	2.585	23.339
4	1.976	2.566	25.905	1.976	2.566	25.905
5	1.872	2.432	28.337	1.872	2.432	28.337
6	1.684	2.187	30.524	1.684	2.187	30.524
7	1.656	2.151	32.674	1.656	2.151	32.674
8	1.608	2.088	34.762	1.608	2.088	34.762
9	1.587	2.061	36.823	1.587	2.061	36.823
10	1.510	1.962	38.785	1.510	1.962	38.785
11	1.447	1.880	40.665	1.447	1.880	40.665
12	1.425	1.850	42.515	1.425	1.850	42.515
13	1.387	1.801	44.315	1.387	1.801	44.315
14	1.352	1.755	46.071	1.352	1.755	46.071
15	1.311	1.702	47.773	1.311	1.702	47.773
16	1.283	1.666	49.439	1.283	1.666	49.439
17	1.260	1.637	51.076	1.260	1.637	51.076
18	1.215	1.578	52.654	1.215	1.578	52.654
19	1.185	1.539	54.193	1.185	1.539	54.193
20	1.161	1.508	55.702	1.161	1.508	55.702
21	1.150	1.493	57.195	1.150	1.493	57.195
22	1.124	1.459	58.654	1.124	1.459	58.654
23	1.093	1.419	60.073	1.093	1.419	60.073
24	1.084	1.408	61.481	1.084	1.408	61.481
25	1.073	1.394	62.876	1.073	1.394	62.876
26	1.050	1.363	64.239	1.050	1.363	64.239
27	1.006	1.307	65.546	1.006	1.307	65.546
28	.971	1.261	66.807			
29	.944	1.227	68.034			
30	.932	1.210	69.244			
31	.885	1.149	70.393			

	Initial Eigenvalues			Extra	ction Sums of Squ	ared Loadings
Component	Total	% of Variance	Cumulative %	Total	% of Variance	Cumulative %
32	.876	1.138	71.531			
33	.869	1.129	72.660			
34	.852	1.107	73.767			
35	.835	1.084	74.851			
36	.806	1.046	75.897			
37	.802	1.042	76.939			
38	.763	.991	77.930			
39	.733	.952	78.882			
40	.730	.947	79.829			
41	.686	.890	80.720			
42	.670	.871	81.590			
43	.664	.862	82.452			
44	.646	.840	83.292			
45	.633	.822	84.114			
46	.620	.805	84.919			
47	.603	.784	85.703			
48	.573	.745	86.448			
49	.562	.730	87.178			
50	.554	.720	87.898			
51	.524	.681	88.578			
52	.509	.661	89.239			
53	.501	.651	89.890			
54	.484	.629	90.519			
55	.482	.626	91.144			
56	.474	.616	91.760			
57	.452	.587	92.348			
58	.431	.560	92.908			
59	.422	.549	93.456			
60	.395	.514	93.970			
61	.387	.503	94.473			
62	.357	.464	94.937			
63	.354	.460	95.396			
64	.343	.445	95.841			
65	.329	.427	96.268			
66	.303	.393	96.662			
67	.294	.382	97.044			
68	.280	.363	97.407			
69	.273	.355	97.762			
70	.264	.343	98.105			
71	.248	.322	98.427			
72	.240	.312	98.739			
73	.228	.296	99.035			

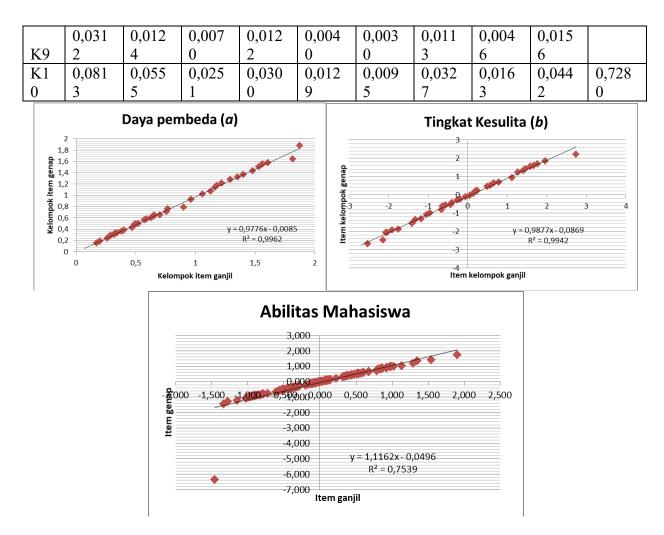
		Initial Eigen	values	Extraction Sums of Squared Loadings						
Component	Total	% of Variance	Cumulative %	Total	% of Variance	Cumulative %				
74	.218	.284	99.319							
75	.197	.255	99.574							
76	.182	.236	99.810							
77	.146	.190	100.000							
	Extraction Method: Principal Component Analysis.									

Appendix 3. The Result of Explanatory Factor Analysis (EFA)



Appendix 4. Matrix of covarian of students' HOTS

	<i>K1</i>	K2	<i>K3</i>	<i>K4</i>	K5	<i>K6</i>	<i>K</i> 7	K8	K9	K10
	0,072									
K1	6									
	0,022	0,013								
K2	7	2								
	0,013	0,006	0,003							
K3	0	6	6							
	0,025	0,009	0,005	0,009						
K4	0	0	2	8						
	0,007	0,003	0,002	0,003	0,001					
K5	7	6	0	1	2					
	0,006	0,002	0,001	0,002	0,000	0,000				
K6	2	4	4	3	8	6				
	0,023	0,008	0,005	0,008	0,002	0,002	0,008			
K7	3	9	0	9	9	2	3			
	0,009	0,004	0,002	0,003	0,001	0,000	0,003	0,001		
K8	2	4	3	4	3	9	3	6		



Appendix 5. Fit Model of Multiple choices questions

Itam	Model			result			
Item	1 PL	2 PL	3 PL	1 PL	2 PL	3 PL	
A4	0,5732	0,9958	0,5875	fit	fit	fit	
A31	0,3301	0,8112	0,8483	fit	fit	fit	
B10	0,0089	0,2528	0,0593	Unfit	fit	fit	
B34	0,2364	0,8689	0,4245	fit	fit	fit	
A29	0,9182	0,9991	0,8764	fit	fit	fit	
A30	0,0609	0,9621	0,5738	fit	fit	fit	
B24	0,0000	0,7868	0,9740	Unfit	fit	fit	
A11	0,0635	0,5444	0,8396	fit	fit	fit	
B14	0,7890	0,8668	0,3083	fit	fit	fit	
A21	0,0249	0,5732	0,5108	Unfit	fit	fit	
B28	0,0000	0,1786	0,8239	Unfit	fit	fit	
A14	0,5032	0,3952	0,6102	fit	fit	fit	
B5	0,0417	0,2135	0,4153	Unfit	fit	fit	
B15	0,0004	0,1746	0,5570	Unfit	fit	fit	

Itom Model				result		
Item	1 PL	2 PL	3 PL	1 PL	2 PL	3 PL
B35	0,0065	0,5289	0,6731	Unfit	fit	fit
B29	0,0000	0,9854	0,0153	Unfit	fit	Unfit
B37	0,0000	0,6063	0,0311	Unfit	fit	Unfit
A5	0,0457	0,6021	0,4927	Unfit	fit	fit
A12	0,0075	0,8058	0,8069	Unfit	fit	fit
A24	0,0007	0,9616	0,0380	Unfit	fit	Unfit
A34	0,0000	0,3036	0,0245	Unfit	fit	Unfit
B6	0,0005	0,9468	0,0148	Unfit	fit	Unfit
B17	0,4825	0,9300	0,1163	fit	fit	fit
A10	0,8660	0,7164	0,3860	fit	fit	fit
A16	0,0001	0,5023	0,0922	ocok	fit	fit
A27	0,2404	0,8943	0,9934	fit	fit	fit
A37	0,0746	0,9533	0,7636	Unfit	fit	fit
B7	0,5434	0,8487	0,2120	fit	fit	fit
B20	0,8309	0,8638	0,5522	fit	fit	fit
B27	0,0002	0,7554	0,2211	Unfit	fit	fit
B40	0,0011	0,8517	0,0097	Unfit	fit	fit
B31	0,0369	0,6640	0,4071	Unfit	fit	fit
B32	0,0000	0,6169	0,7279	Unfit	fit	fit
B33	0,6416	0,4072	0,8388	fit	fit	fit
A6	0,0016	0,6528	0,1847	Unfit	fit	fit
A23	0,7706	0,4017	0,0261	fit	fit	Unfit
A33	0,1290	0,5673	0,6403	fit	fit	fit
B8	0,0040	0,3494	0,7479	Unfit	fit	fit
B18	0,0772	0,9217	0,5823	fit	fit	fit
B30	0,0572	0,6113	0,0804	fit	fit	fit
B38	0,0012	0,9299	0,6805	Unfit	fit	fit
A1	0,0428	0,9666	0,0541	Unfit	fit	fit
A13	0,9609	0,9011	0,4321	fit	fit	fit
A22	0,4930	0,8962	0,1814	fit	fit	fit
A32	0,0001	0,7863	0,0312	Unfit	fit	Unfit
B4	0,9927	0,7294	0,4784	fit	fit	fit
B16	0,0000	0,0971	-	Unfit	fit	Unfit
B25	0,5775	0,9526	0,8770	fit	fit	fit
B36	0,1344	0,4397	0,8969	fit	fit	fit
A9	0,4815	0,8094	0,1710	fit	fit	fit
A2	0,6378	0,8078	0,0985	fit	fit	fit
A3	0,4694	0,6777	0,5001	fit	fit	fit
A18	0,3979	0,9869	0,2563	fit	fit	fit
A19	0,7895	0,8893	0,9913	fit	fit	fit
A20	0,3975	0,9510	0,5755	fit	fit	fit
A28	0,6230	0,5950	0,2663	fit	fit	fit
B1	0,9216	0,4871	0,2442	fit	fit	fit

Itom	Model			result			
Item	1 PL	2 PL	3 PL	1 PL	2 PL	3 PL	
B2	0,0000	0,1281	0,0621	Unfit	fit	fit	
B3	0,0070	0,0446	0,0521	Unfit	Unfit	fit	
B11	0,0009	0,5223	0,5252	Unfit	fit	fit	
B12	0,0017	0,8852	0,6648	Unfit	fit	fit	
B13	0,8521	0,9823	0,9689	fit	fit	fit	
B21	0,0012	0,9317	0,1128	Unfit	fit	fit	
B22	0,0081	0,1443	0,7384	Unfit	fit	fit	
B23	0,0544	0,2435	0,0900	fit	fit	fit	
A17	0,4158	0,5300	0,4189	fit	fit	fit	
B9	0,0000	0,6449	0,1600	Unfit	fit	fit	
B26	0,0093	0,9988	0,2167	Unfit	fit	fit	
B39	0,0036	0,8949	0,1111	Unfit	fit	fit	
A7	0,4430	0,9948	0,6033	fit	fit	fit	
A25	0,7249	0,6235	0,7667	fit	fit	fit	
A35	0,0115	0,2105	0,0009	Unfit	fit	fit	
B19	0,5737	0,4752	0,5759	fit	fit	fit	
NUMBE	ER OF FIT	ITEM		38	72	64	

Fit Model of essay questions

Item		result			
	Statistic	df	RMSEA	P-Value	result
A26	0,581	4	0,000	0,965	fit
A8	3,771	5	0,000	0,583	fit
A36	7,614	3	0,076	0,055	fit
A15	4,749	4	0,026	0,314	fit

Result of multiple choices questions item parameter test

Item	Discri	minant index	Diffic	culties index	conclusion
Item	a_i	result	b_i	result	
A4	0.499	good	0.943	good	accepted
A31	0.588	good	-1.172	good	accepted
B10	0.344	good	1.222	good	accepted
B34	0.382	good	0.142	good	accepted
A29	0.483	good	-2.136	poor	revised
A30	1.291	good	-2.063	poor	revised
B24	0.200	good	-0.049	good	accepted
A11	0.333	good	-1.560	good	accepted
B14	0.562	good	-2.031	poor	revised
A21	0.287	good	0.449	good	accepted
B28	0.187	good	0.237	good	accepted
A14	0.709	good	0.075	good	accepted
B5	0.320	good	1.269	good	accepted
B15	0.261	good	-0.429	good	accepted

Itom	Discri	minant index	Diffic	culties index	conclusion
Item	<i>a_i</i> result		bi	result	
B35	0.382	good	-0.647	good	accepted
B29	1.875	good	0.237	good	accepted
B37	1.814	good	-0.255	good	accepted
A5	0.927	good	-1.034	good	accepted
A12	0.327	good	-1.354	good	accepted
A24	1.180	good	1.692	good	accepted
A34	1.605	good	1.589	good	accepted
B6	1.643	good	0.568	good	accepted
B17	0.761	good	-0.635	good	accepted
A10	0.521	good	1.543	good	accepted
A16	1.365	good	-0.189	good	accepted
A27	0.963	good	-2.697	poor	accepted
A37	0.365	good	-1.889	good	accepted
B7	0.653	good	1.313	good	accepted
B20	0.492	good	-0.577	good	accepted
B27	1.433	good	0.054	good	accepted
B40	1.324	good	1.844	good	accepted
B31	0.303	good	0.489	good	accepted
B32	0.240	good	0.185	good	accepted
B33	0.627	good	-1.318	good	accepted
A6	1.481	good	0.179	good	accepted
A23	0.468	good	-0.666	good	accepted
A33	0.291	good	-2.062	poor	revised
B8	0.272	good	-0.552	good	accepted
B18	1.562	good	-1.749	good	accepted
B30	1.060	good	1.597	good	accepted
B38	1.126	good	-0.827	good	accepted
A1	1.072	good	1.671	good	accepted
A13	0.499	good	1.406	good	accepted
A22	0.790	good	1.767	good	accepted
A32	1.554	good	-1.092	good	accepted
B4	0.600	good	-0.107	good	accepted
B16	0.149	good	0.658	good	accepted
B25	1.021	good	-2.686	poor	revised
B36	0.325	good	-0.951	Baik	accepted
A9	0.653	good	1.959	Baik	accepted
A2	0.902	good	-1.311	Baik	accepted
A3	0.758	good	0.162	Baik	accepted
A18	0.628	good	-0.054	Baik	accepted
A19	0.651	good	-0.996	Baik	accepted
A20	0.577	good	1.456	Baik	accepted
A28	0.426	good	2.742	poor	revised
B1	0.704	good	2.207	good	accepted

Item	Discrit	minant index	Diffic	ulties index	conclusion
Item	ai	result	b i	result	
B2	1.352	good	-0.295	good	accepted
B3	1.278	good	0.788	good	accepted
B11	1.215	good	-0.404	good	accepted
B12	1.532	good	-1.408	good	accepted
B13	0.767	good	-1.929	good	accepted
B21	1.143	good	0.628	good	accepted
B22	0.282	good	-0.635	good	accepted
B23	0.402	good	1.123	good	accepted
A17	0.574	good	-2.469	poor	revised
B9	1.503	good	0.683	good	accepted
B26	1.166	good	-0.422	good	accepted
B39	1.173	good	1.407	good	accepted
A7	0.491	good	0.194	good	accepted
A25	1.220	good	-2.526	poor	revised
A35	1.578	good	-1.915	good	accepted
B19	0.651	good	-2.078	poor	revised

Result of essay questions item parameter test

Item	Discriminant index							
	а	Ket	b	b2	b (mean)	Ket		
A26	7,717	poor	-0,981	-0,130	-0,555	good	revised	
A8	0,07	good	-0,851	-0,434	-0,642	good	accepted	
A46	1,402	good	-0,865	1,871	0,503	good	accepted	
A15	0,173	good	-0,260	-	-0,260	good	accepted	

4. Bukti Konfirmasi artikel accepted (18 Novemeber 2022)

[CP] Editor Decision: Accept

Editor of Cakrawala Pendidikan <cakrawala@uny.ac.id> 5:00 PM

Dear Trikinasih Handayani:

Congratulation,

After a thorough review process, The Editorial Team of Jurnal Cakrawala Pendidikan has reached a decision regarding your submission.

The Editorial Team is pleased to inform you that your manuscript has been ACCEPTED.

We kindly ask you to pay the Article Processing Charge. The Article Processing Charge is Rp4.000.000,00. / \$350.

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Thank you very much for submitting your article to Jurnal Cakrawala Pendidikan. We welcome your contributions in the future.

Best regards.

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5. Bukti Konfirmasi artikel published Online (14 Mei 2023)

