ABSTRAK

ADE NURUL HASANAH. 2024. **PENERAPAN MODEL PEMBELAJARAN *DISCOVERY LEARNING* BERBANTUAN MEDIA GAME EDUKASI QUIZIZZ UNTUK MENINGKATKAN HASIL BELAJAR PESERTA DIDIK PADA MATA PELAJARAN PENDIDIKAN KEWIRAUSAHAAN (Eksperimen Quasi Pada Peserta didik Kelas XI Teknik Komputer dan Jaringan (TKJ) di SMK N Manonjaya Tahun Ajaran 2023/2024).** Jurusan Pendidikan Ekonomi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya. Di bawah bimbingan Dr. H. Yoni Hermawan, M.Pd. dan Bakti Widyaningrum, M.Pd.

Penelitian ini dilaksanakan di SMK Negeri Manonjaya yang dilatarbelakangi oleh rendahnya nilai hasil belajar peserta didik pada mata pelajaran pendidikan kewirausahaan yang dibuktikan dengan nilai hasil belajar yang berada di bawah Kriteria Ketuntasan Minimum (KKM) sehingga tergolong rendah. Tujuan penelitian ini adalah untuk mengetahui pengaruh penerapan model pembelajaran *Discovery Learning* berbantuan media game edukasi Quizizz dalam meningkatkan hasil belajar peserta didik pada mata pelajaran pendidikan kewirausahaan materi biaya produksi dan keuntungan usaha. Populasi penelitian ini adalah peserta didik kelas XI Teknik Komputer dan Jaringan (TKJ) di SMK Negeri Manonjaya tahun ajaran 2023/2024 yang berjumlah peserta didik. Sampel penelitian ini yaitu kelas XI TKJ 1 yang berjumlah 36 peserta didik sebagai kelas eksperimen dan kelas XI TKJ 3 yang berjumlah 36 orang peserta didik sebagai kelas kontrol dengan teknik pengambilan sampel *purpose sampling*. Hasil penelitian menunjukkan bahwa terdapat pengaruh penerapan model pembelajaran *Discovery Learning* berbantuan media game edukasi Quizizz dalam meningkatkan hasil belajar peserta didik pada mata pelajaran pendidikan kewirausahaan materi biaya produksi dan keuntungan usaha, Ha diterima jika nilai *Sig.2 tailed* < dari 0,05 atau 5% dan berdasarkan hasil penelitian pada kelas eksperimen diperoleh nilai *Sig.2 tailed* sebesar 0,000 < 0,005, jadi Ha diterima dan Ho ditolak. Dengan nilai rata-rata hasil belajar pada kelas eksperimen sebesar 90,02 dan kelas kontrol dengan menggunakan model pembelajaran *Problem Based Learning* sebesar 67,69, maka penerapan model pembelajaran *Discovery Learning* berbantuan media game edukasi Quizizz efektif untuk meningkatkan hasil belajar peserta didik.

Kata kunci: *Discovery Learning*, Hasil Belajar, Quizizz

ABSTRACT

ADE NURUL HASANAH. 2024. **APPLICATION OF THE DISCOVERY LEARNING LEARNING MODEL ASSISTED WITH QUIZZZ EDUCATIONAL GAME MEDIA TO IMPROVE STUDENTS' LEARNING OUTCOMES IN ENTREPRENEURSHIP EDUCATION SUBJECTS (Quasi Experiment for Class XI Computer and Network Engineering (TKJ) Students at SMK N Manonjaya Academic Year 2023/2024)**. Department of Economic Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya. Under the guidance of Dr. H. Yoni Hermawan, M.Pd. and Bakti Widyaningrum, M.Pd.

This research was carried out at the Manonjaya State Vocational School based on the low learning outcomes of students in entrepreneurship education subjects as evidenced by the learning outcomes that were below the Minimum Completeness Criteria (KKM) so they were classified as low. The aim of this research is to determine the effect of implementing the *Discovery Learning* learning model assisted by the Quizizz educational game media in improving student learning outcomes in entrepreneurship education subjects on production costs and business profits. This research uses a quasi-experimental method in the form of a non-equivalent control group design, with data collection techniques in the form of multiple choice tests. The population of this research is class XI Computer and Network Engineering (TKJ) students at Manonjaya State Vocational School for the 2023/2024 academic year. The samples for this research were class XI TKJ 1, totaling 36 students as the experimental class and class. The results of the research show that there is an influence of the application of the *Discovery Learning* learning model assisted by the Quizizz educational game media in improving student learning outcomes in entrepreneurship education subjects on production costs and business profits. Ha is accepted if the tailed Sig.2 value is <0.05 or 5% and based on the results of research in the experimental class, the tailed Sig.2 value was 0.000 < 0.005, so Ha was accepted and Ho was rejected. With the average learning outcome value in the experimental class of 90.02 and the control class using the *Problem Based Learning* learning model of 67.69, the application of the *Discovery Learning* learning model assisted by the Quizizz educational game media is effective in improving student learning outcomes.

Keywords: Discovery Learning, Learning Outcomes, Quizizz