

ABSTRAK

HILMI MAHMUDAH, 2025. **Pengaruh Penggunaan Media Audio Visual dengan Model *Discovery Learning* Terhadap Hasil Belajar Kognitif Peserta Didik (Studi Eksperimen pada Mata Pelajaran Geografi Sub Materi Litosfer Kelas X MAN 2 Kota Tasikmalaya)**, Jurusan Pendidikan Geografi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Latar belakang penelitian ini adalah kegiatan pembelajaran yang pasif sehingga berdampak pada rendahnya hasil kognitif peserta didik. Permasalahan yang dibahas pada penelitian ini adalah (1) Bagaimanakah penggunaan media audio visual dengan model *discovery learning* pada mata pelajaran geografi sub materi litosfer kelas X MAN 2 kota Tasikmalaya? (2) Bagaimanakah pengaruh penggunaan media audio visual dengan model *discovery learning* terhadap hasil belajar kognitif peserta didik pada mata pelajaran geografi sub materi litosfer kelas X MAN 2 kota Tasikmalaya?. Penelitian menggunakan pendekatan kuantitatif dengan metode eksperimen dengan teknik pengumpulan data berupa observasi, wawancara, tes, skala likert, studi literatur, dan studi dokumentasi. Sampel penelitian terdiri dari 64 peserta didik yang berasal dari kelas X.1 dan X.8, teknik pengambilan sampel dilakukan dengan teknik *simple random sampling*. Teknik pengolahan dalam penelitian ini berupa deskriptif kuantitatif dengan analisis statistik berupa uji *Paired Sample t-Test*. Sebelum melakukan penelitian dilakukan uji instrumen terlebih dahulu, yaitu uji instrumen validitas, reabilitas, kesukaran soal, dan uji daya pembeda soal. Berdasarkan hasil penelitian di lapangan, diketahui bahwa tahapan penggunaan media audio visual dengan model *discovery learning* pada mata pelajaran geografi sub materi litosfer di kelas X MAN 2 Kota Tasikmalaya yakni diawali oleh guru yang mendeskripsikan tujuan pembelajaran, guru memberikan instruksi kepada peserta didik untuk berperan aktif dalam proses kegiatan pembelajaran. Kemudian dilanjutkan dengan tahapan-tahapan dari model *discovery learning* yakni, guru memberikan stimulus yang berkaitan dengan materi pembelajaran, peserta didik mengidentifikasi permasalahan. Kemudian peserta didik mencari data atau informasi sehingga adanya pengumpulan data, peserta didik mengolah data dari hasil mencari informasi, kemudian tahap pembuktian yang dimana peserta didik menyajikan hasil melalui presentasi tiap kelompok, dan tahap terakhir kesimpulan. Penggunaan media audio visual dengan model *discovery learning* pada mata pelajaran geografi sub materi litosfer berpengaruh terhadap peningkatan hasil belajar kognitif peserta didik kelas X MAN 2 Kota Tasikmalaya.

Kata Kunci: Media Audio Visual, Model *Discovery Learning*, Hasil Belajar Kognitif

ABSTRACT

HILMI MAHMUDAH, 2025. *The Effect of Using Audio Visual Media with Discovery learning Model on Students' Cognitive Learning Outcomes (Experimental Study on Geography Subject, Lithosphere Sub-Material, Class X MAN 2 Tasikmalaya City)*, Department of Geography Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.

The background of this research is passive learning activities that have an impact on low cognitive outcomes of students. The problems discussed in this study are (1) How is the use of audio-visual media with the discovery learning model in the subject of geography, sub-material lithosphere, class X MAN 2 Tasikmalaya city? (2) How is the effect of the use of audio-visual media with the discovery learning model on the cognitive learning outcomes of students in the subject of geography, sub-material lithosphere, class X MAN 2 Tasikmalaya city? The study used a quantitative approach with an experimental method with data collection techniques in the form of observation, interviews, tests, Likert scales, literature studies, and documentation studies. The research sample consisted of 64 students from classes X.1 and X.8, the sampling technique was carried out using random sampling techniques. The processing technique in this study was quantitative descriptive with statistical analysis in the form of the Paired Sample t-Test. Before conducting the study, an instrument test was carried out first, namely the validity instrument test, reliability, question difficulty, and question discrimination test. Based on the results of field research, it is known that the stages of using audio-visual media with the discovery learning model in geography subjects with lithosphere sub-material in class X MAN 2 Tasikmalaya City are initiated by the teacher describing the learning objectives, the teacher giving instructions to students to play an active role in the learning process. Then continued with the stages of the discovery learning model, namely, the teacher provides stimuli related to the learning material, students identify problems. Then students look for data or information so that there is data collection, students process data from the results of searching for information, then the proof stage where students present the results through presentations for each group, and the last stage is the conclusion. The use of audio-visual media with the discovery learning model in geography subjects with lithosphere sub-material has an effect on improving the cognitive learning outcomes of class X students of MAN 2 Tasikmalaya City.

Keywords: *Audio Visual Media, Discovery Learning Model, Cognitive Learning Outcomes*