

ABSTRACT

This study aims to determine the effect of the detective game method on students' learning interest in history subjects in class X-2 at SMAN 2 Singaparna. The problem identified was the lack of student interest in learning history. This research uses a quantitative approach with a quasi-experimental method of the nonequivalent control group type. The sampling technique used was purposive sampling, with class X-2 consisting of 40 students as the experimental class, and class X-8 consisting of 37 students as the control class. Based on the research results using the Mann-Whitney hypothesis test, it was found that the detective game method had a significant effect on students' interest in learning history. The hypothesis test results showed a Sig. (2-tailed) value of $0.000 < 0.05$, which means H_a is accepted and H_o is rejected. It can be concluded that the detective game method in class X-2 influences students' learning interest. This study also employed an N-Gain test to determine the effectiveness level of learning interest using the detective game method. The research yielded an N-Gain score of 0.57, leading to the conclusion that the detective game method is moderately effective in teaching history.

Keywords: Detective Method, Learning Interest, History Learning