

ABSTRAK

BELINDA FUJI LESTARI 2026. **PENGARUH MODEL *DISCOVERY LEARNING* BERBANTUAN *GAME WORD MATCH* TERHADAP KEMAMPUAN PEMECAHAN MASALAH DAN KETERAMPILAN KOLABORASI MURID PADA PEMBELAJARAN BIOLOGI** (Studi Eksperimen di Kelas X SMA Negeri 1 Cineam, Tahun Ajaran 2025/2026). Jurusan Pendidikan Biologi. Fakultas Keguruan dan Ilmu Pendidikan Universitas Siliwangi.

Pembelajaran biologi pada materi ekosistem memerlukan kemampuan pemecahan masalah dan keterampilan kolaborasi agar murid mampu memahami hubungan antar komponen secara menyeluruh. Penelitian ini bertujuan untuk mengetahui pengaruh model *Discovery Learning* berbantuan *Game Word Match* terhadap kemampuan pemecahan masalah dan keterampilan kolaborasi murid pada pembelajaran biologi. *Game Word Match* merupakan permainan edukatif yang dilakukan dengan mencocokkan istilah, gambar, definisi, atau penjelasan konsep ekosistem. Kegiatan ini mendorong murid untuk menganalisis hubungan antar konsep, mengidentifikasi kecocokan informasi, berdiskusi dalam kelompok, serta menentukan solusi yang tepat berdasarkan permasalahan yang diberikan, sehingga dapat melatih kemampuan pemecahan masalah dan keterampilan kolaborasi. Penelitian ini dilaksanakan di kelas X SMA Negeri 1 Cineam. Metode yang digunakan adalah kuasi eksperimen dengan desain *nonequivalent control group design*, melibatkan kelas eksperimen dan kelas kontrol. Pengumpulan data dilakukan melalui tes uraian, angket, dan lembar observasi, kemudian dianalisis menggunakan uji ANCOVA. Hasil penelitian menunjukkan bahwa model *Discovery Learning* berbantuan *Game Word Match* berpengaruh signifikan terhadap kemampuan pemecahan masalah dan keterampilan kolaborasi murid, yang dibuktikan melalui nilai signifikansi sebesar ($0,036 < 0,05$) untuk kemampuan pemecahan masalah dan ($0,014 < 0,05$) untuk keterampilan kolaborasi.

Kata Kunci: *Discovery Learning*, *Game Word Match*, Kemampuan Pemecahan Masalah, Keterampilan Kolaborasi.

ABSTRACT

BELINDA FUJI LESTARI 2026. *THE EFFECT OF DISCOVERY LEARNING MODEL ASSISTED BY WORD MATCH GAME ON STUDENTS' PROBLEM-SOLVING ABILITY AND COLLABORATION SKILLS IN BIOLOGY LEARNING* (An Experimental Study in Grade X of SMA Negeri 1 Cineam, Academic Year 2025/2026) Department of Biology Education, Faculty of Teacher Training and Education, Universitas Siliwangi.

Biology learning on ecosystem material requires problem-solving abilities and collaboration skills so that students are able to understand the relationships among components comprehensively. This study aims to determine the effect of the Discovery Learning model assisted by the Game Word Match on students' problem-solving abilities and collaboration skills in biology learning. Game Word Match is an educational game carried out by matching terms, pictures, definitions, or explanations of ecosystem concepts. This activity encourages students to analyze relationships between concepts, identify suitable information, discuss in groups, and determine appropriate solutions based on the problems given, thereby training problem-solving abilities and collaboration skills. This research was conducted in class X at SMA Negeri 1 Cineam. The method used was a quasi-experimental method with a nonequivalent control group design, involving an experimental class and a control class. Data were collected through essay tests, questionnaires, and observation sheets, then analyzed using the ANCOVA test. The results showed that the Discovery Learning model assisted by the Game Word Match had a significant effect on students' problem-solving abilities and collaboration skills, as evidenced by the significance values of $(0.036 < 0.05)$ for problem-solving abilities and $(0.014 < 0.05)$ for collaboration skills.

Keywords: *Discovery Learning, Word Match Game, Problem-Solving Skills, Collaboration Skills.*