

ABSTRAK

Lenni Syahfitri Pulungan NIM.4223331032 (2026), Pengaruh Model *Discovery Learning* Berbantuan *E-Learning* Menggunakan Aplikasi Quizizz Untuk Meningkatkan Hasil Belajar Kimia Pada Materi Laju Reaksi.

Penelitian ini bertujuan untuk mengetahui pengaruh model *Discovery Learning* berbantuan aplikasi Quizizz terhadap hasil belajar siswa pada materi laju reaksi. Penelitian ini dilatarbelakangi oleh rendahnya pemahaman siswa serta kurangnya keterlibatan aktif dalam pembelajaran kimia. Oleh karena itu, penelitian ini menawarkan integrasi model *Discovery Learning* dengan gamifikasi digital melalui Quizizz sebagai inovasi pembelajaran kimia. Metode penelitian yang digunakan adalah quasi eksperimen dengan desain pretest-posttest control group design. Sampel penelitian berjumlah 71 siswa kelas XI SMA Negeri 5 Medan yang terbagi dalam kelas eksperimen dan kelas kontrol. Pengumpulan data dilakukan menggunakan tes hasil belajar, kemudian dianalisis melalui uji normalitas, uji homogenitas, uji N-Gain, dan uji hipotesis menggunakan independent sample t-test. Hasil penelitian menunjukkan bahwa rata-rata nilai posttest kelas eksperimen (87,14) lebih tinggi dibandingkan kelas kontrol (76,25). Nilai N-Gain kelas eksperimen sebesar 76,04% dengan kategori tinggi, sedangkan kelas kontrol sebesar 64,81% dengan kategori sedang. Hasil uji hipotesis menunjukkan nilai signifikansi $0,000 < 0,05$, sehingga dapat disimpulkan bahwa model *Discovery Learning* berbantuan Quizizz berpengaruh signifikan terhadap hasil belajar siswa pada materi laju reaksi.

Kata Kunci : *Discovery Learning*; Quizizz; Hasil Belajar; Laju Reaksi; Quasi Eksperimen.

ABSTRACT

Lenni Syahfitri Pulungan, NIM 4223331032 (2026), The Effect of the Discovery Learning Model Assisted by E-Learning Using the Quizizz Application on Improving Students' Chemistry Learning Outcomes on Reaction Rate Material.

This study aims to determine the effect of the Discovery Learning model assisted by the Quizizz application on students' learning outcomes in reaction rate material. This research is motivated by students' low understanding and lack of active engagement in chemistry learning. Therefore, this study offers the integration of the Discovery Learning model with digital gamification through Quizizz as an innovation in chemistry learning. The research method used was a quasi-experimental design with a pretest-posttest control group design. The sample consisted of 71 eleventh-grade students of SMA Negeri 5 Medan, divided into an experimental class and a control class. Data were collected using a learning outcome test and analyzed through normality test, homogeneity test, N-Gain test, and hypothesis testing using an independent sample t-test. The results showed that the average posttest score of the experimental class (87.14) was higher than that of the control class (76.25). The N-Gain score of the experimental class was 76.04% (high category), while the control class was 64.81% (moderate category). The hypothesis test result showed a significance value of $0.000 < 0.05$, indicating that the Discovery Learning model assisted by Quizizz has a significant effect on students' learning outcomes in reaction rate material.

Keywords : Discovery Learning; Quizizz; Learning Outcomes; Reaction Rate; Quasi-Experimental.