

Febry Dewi Sintiyawati. 2024. *Pengaruh Model Pembelajaran Discovery Learning dipadu dengan STEAM Terhadap Hasil Belajar Siswa Kelas X TJKT SMKN 1 Sepulu Pada Mata Pelajaran Dasar-Dasar Teknik Jaringan Komputer dan Telekomunikasi*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Ilmu Pendidikan, Universitas Trunojoyo madura. Pembimbing : Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan tiga untuk mengetahui pengaruh model pembelajaran *discovery learning* dipadu dnegan STEAM terhadap hasil belajar siswa kelas X pada materi IPv6, beserta aktivitas keterlaksanaan pembelajaran dan respon siswanya. Penelitian ini menggunakan metode kuantitatif dengan model penelitian eksperimen. Dengan jumlah populasi penelitian yaitu siswa kelas X TJKT dimana kelas X TJKT 1 sebagai kelas eksperimen dan kelas X TJKT 2 sebagai kelas kontrol. Pengambilan sampel menggunakan teknik *nonprobability sampling* jenis *purposive sampling*. Sampel penelitian sebanyak 53 siswa. Data dikumpulkan dengan menggunakan soal *pretest*, *posttets*, wawancara, observasi, dan angket. Berdasarkan hasil penelitian diperoleh, (1) Terdapat pengaruh model pembelajaran *discovery learning* dipadu dengan STEAM terhadap hasil belajar siswa berdasarkan uji signifikan dengan hasil $t_{hitung} > t_{tabel}$ atau $2,303 > 2,056$, sehingga Ha diterima.(2) Aktivitas pelaksanaan pembelajaran menggunakan model *discovery learning* dipadu dengan STEAM menunjukkan hasil baik. Aktivitas guru memperoleh presentase 85% dengan kategori “baik” dan aktivitas siswa meperoleh presentase 85,1% dengan kategori “baik”.(3) Respon siswa pada pembelajaran dengan model *discovery learning* dipadu dengan STEAM memperoleh presentase 84,5% dengan kategori “baik”. Sehingga dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *discovery learning* dipadu dengan STEAM terhadap hasil belajar siswa kelas X TJKT di SMKN 1 Sepulu Pada mata pelajaran dasar-dasar teknik jaringan komputer dan telekomunikasi.

Kata Kunci : hasil belajar, *discovery learning*, STEAM, IPv6

Febry Dewi Sintiyawati. 2024. The influence of the Discovery Learning learning model combined with STEAM on the learning outcomes of Class X TJKT SMKN 1 Sepulu students in the Basics of Computer Network and Telecommunications Engineering. Thesis, Informatics Education Study Program, Faculty of Education, Trunojoyo University, Madura. Supervisor: Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRACT

This research has three aims to determine the effect of the discovery learning model combined with STEAM on the learning outcomes of class X students on IPv6 material, along with learning implementation activities and student responses. This research uses quantitative methods with an experimental research model. The research population is class X TJKT students, where class X TJKT 1 is the experimental class and class X TJKT 2 is the control class. Sampling used a non-probability sampling technique, purposive sampling type. The research sample was 53 students. Data was collected using pretest questions, posttest questions, interviews, observations and questionnaires. Based on the research results obtained, (1) There is an influence of the discovery learning model combined with STEAM on student learning outcomes based on a significant test with the results $t_{(count)} > t_{table}$ or $2.303 > 2.056$, so that H_a is accepted. (2) Learning implementation activities use the discovery model learning combined with STEAM shows good results. Teacher activities obtained a percentage of 85% in the "good" category and student activities obtained a percentage of 85.1% in the "good" category. (3) Student responses to learning using the discovery learning model combined with STEAM obtained a percentage of 84.5% in the "good" category. ". So it can be concluded that there is an influence of the discovery learning model combined with STEAM on the learning outcomes of class X TJKT students at SMKN 1 Sepulu in the basic subjects of computer network engineering and telecommunications.

Keywords: learning outcomes, discovery learning, STEAM, IPv6