

Andrian Nur Affan. 2026. Pengaruh Model *Discovery Learning* Berbantuan *W3schools* Terhadap Hasil Belajar Siswa Pada Materi Pemrograman Python Kelas X Di Ma. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan Ilmu Pendidikan. Universitas Trunodjoyo Madura. Pembimbing: Muchamad Arif, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui Pengaruh Model *Discovery Learning* Berbantuan *W3schools* Terhadap Hasil Belajar Siswa Pada Materi Pemrograman Python Kelas X Di Ma, beserta aktivitas keterlaksanaan pembelajaran dan respon siswanya. Penelitian ini menggunakan metode kuantitatif dengan model penelitian quasi-eksperimen. Populasi yang digunakan sebanyak 48 siswa kelas X di MA Raudlatul Muta'allimin, dimana 20 siswa kelas X-2 sebagai kelas eksperimen dan 28 siswa kelas X-1 sebagai kelas kontrol. Peneliti menggunakan *pretest*, *posttest*, wawancara, observasi, dan angket untuk mengumpulkan data. Berdasarkan hasil penelitian diperoleh, (1) Terdapat pengaruh model pembelajaran *Discovery Learning* Berbantuan *W3schools* dengan hasil belajar siswa (ranah kognitif) berdasarkan uji signifikan dengan hasil $t_{hitung} > t_{tabel}$ atau $1,482 > 1,244$, sehingga H_a diterima. (2) Aktivitas pelaksanaan pembelajaran menggunakan Model *Discovery Learning* Berbantuan *W3schools* menunjukkan hasil baik. Aktivitas guru memperoleh presentase rata – rata 86,63% dengan kategori “Sangat baik” dan aktivitas siswa memperoleh presentase rata – rata 80,6% dengan kategori “Baik”. (3) Respon siswa pada pembelajaran dengan model Model *Discovery Learning* Berbantuan *W3schools* memperoleh presentase 85,13% berkategori “sangat baik” dari siswa. Sehingga dapat disimpulkan bahwa terdapat pengaruh model pembelajaran Model *Discovery Learning* Berbantuan *W3schools* terhadap hasil belajar siswa pada mata pelajaran TIK dan ilustrasi kelas X di MA Raudlatul Muta'allimin

Kata Kunci : *Discovery Learning*, *W3schools*, Hasil Belajar

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ABSTRACT

This study aims to determine the effect of the W3schools-assisted Discovery Learning Model on student learning outcomes in Python programming material for class X at MA, along with the implementation of learning activities and student responses. This study uses a quantitative method with a quasi-experimental research model. The population used was 48 class X students at MA Raudlatul Muta'allimin, where 20 class X-2 students were the experimental class and 28 class X-1 students were the control class. Researchers used pretests, posttests, interviews, observations, and questionnaires to collect data. Based on the results of the study, (1) There is an effect of the W3schools-assisted Discovery Learning learning model on student learning outcomes (cognitive domain) based on a significant test with $t_{count} > t_{table}$ or $1.482 > 1.244$, so H_a is accepted. (2) The implementation of learning activities using the W3schools-assisted Discovery Learning Model showed good results. Teacher activity obtained an average percentage of 86.63% with the category "Very good" and student activity obtained an average percentage of 80.6% with the category "Good". (3) Student response to learning with the W3schools Assisted Discovery Learning Model obtained a percentage of 85.13% with the category "very good" from students. So it can be concluded that there is an influence of the W3schools Assisted Discovery Learning Model on student learning outcomes in the ICT and illustration subjects of class X at MA Raudlatul Muta'allimin

Keywords: *Discovery Learning, W3schools, Learning Outcomes*