ABSTRAK

Tasya Hasanah Marcharis (1212050179), "Pengaruh Penerapan Model *Discovery learning* Berbantuan *Math Bingo* terhadap Peningkatan Kemampuan Pemecahan Masalah Matematis dan *Self efficacy* Peserta Didik".

Matematika adalah ilmu dasar penting yang mendukung perkembangan teknologi serta kemampuan berpikir kritis, logis, dan sistematis. Namun, banyak siswa masih menganggapnya sulit dan membosankan. Penelitian ini bertujuan mengetahui pengaruh model *discovery learning* berbantuan *Math Bingo* terhadap kemampuan pemecahan masalah matematis dan *self efficacy* siswa. Metode yang digunakan adalah kuasi eksperimen dengan desain *nonequivalent control group*, melibatkan dua kelas VII di salah satu MTs di Kabupaten Bandung, masing-masing 20 siswa. Instrumen yang digunakan berupa tes pemecahan masalah dengan validitas dan reliabilitas tinggi, serta angket *self efficacy*. Hasil penelitian menunjukkan bahwa (1) terdapat perbedaan peningkatan kemampuan pemecahan masalah matematis peserta didik yang memperoleh model *discovery learning* berbantuan *math bingo* meningkat secara signifikan dibandingkan peserta didik yang menerapkan pembelajaran konvensional, (2) terdapat perbedaan pencapaian kemampuan pemecahan masalah matematis peserta didik yang belajar menerapkan model *Discovery learning* berbantuan *Math Bingo* meningkat secara signifikan dibandingkan peserta didik yang menerapkan pembelajaran konvensional, dan (3) *Self efficacy* peserta didik sesudah pembelajaran matematika yang menggunakan model *Discovery learning* berbantuan *Math Bingo* menunjukkan tingkat *Self efficacy* yang positif. Temuan ini menunjukkan bahwa model *discovery learning* berbantuan *Math Bingo* efektif dalam meningkatkan kemampuan pemecahan masalah matematis dan *self efficacy* peserta didik. Penerapan media berbasis permainan interaktif seperti *Math Bingo* dapat menjadi alternatif pembelajaran yang menyenangkan dan bermakna di era digital saat ini.

Kata kunci: *Discovery learning*, *Math Bingo*, Pemecahan Masalah Matematis, *Self efficacy*

ABSTRACT

Mathematics is an important basic science that supports technological development as well as the ability to think critically, logically, and systematically. However, many students still find it difficult and boring. This study aims to determine the effect of discovery learning model assisted by Math Bingo on students' mathematical problem solving ability and self efficacy. The method used was a quasi-experiment with a nonequivalent control group design, involving two VII classes in one of the MTs in Bandung Regency, each with 20 students. The instruments used were a problem solving test with high validity and reliability, and a self efficacy questionnaire. The results showed that (1) There is a significant difference in the improvement of students' mathematical problem-solving abilities, with those who received the Discovery Learning model assisted by Math Bingo showing greater improvement compared to those who received conventional instruction, (2) there were differences in the achievement of mathematical problem solving skills of students who learned to apply the Discovery learning model assisted by Math Bingo significantly improved compared to students who applied conventional learning, and (3) Self efficacy of students after learning mathematics using the Discovery learning model assisted by Math Bingo showed a positive level of Self efficacy. These findings indicate that the discovery learning model assisted by Math Bingo is effective in improving students' mathematical problem solving skills and self efficacy. The application of interactive game-based media such as Math Bingo can be a fun and meaningful learning alternative in today's digital era.

Keywords: Discovery learning, Math Bingo, Problem-Solving, Self efficacy