ABSTRACT

Rd Mutiara Eka Juhari (2022). *The Effect of Mastery Learning Model With Game Quizizz on Mathematical Problem Solving Abilities and Self-Regulated Learning of High School Students*".

The aims of this study were: 1) to find out the improvement in mathematical problem solving of students who obtained the Mastery Learning With Game Quizizz Model better than students who obtained the Conventional model; 2) to know the increase in Self-regulated learning of students who received Mastery Learning With Game Quizizz learning was better than students who received conventional models; 3) knowing the correlation between problem-solving ability and self-regulated learning of students who obtained the Mastery Learning With Game Quizizz model. The method used in this study was a quasi-experimental design with a nonequivalent control group design. The population of this study was grade 11 SMAN 1 Pagaden. The sample of this study was determined by proportional sampling, as many as two classes were used the experimental class and the control class. The research instrument used consisted of a mathematical problem-solving ability test instrument in the form of a description (pre-test, post-test), and a non-test instrument in the form of a self-regulated learning questionnaire. From the results of the analysis of the research data, the following conclusions were obtained: 1) the improvement of problem-solving abilities of students who obtained the Mastery Learning With Game Quizizz learning model was better than students who obtained the Conventional model; 2) Self-regulated learning of students who use the Mastery Learning With Game Quizizz learning model is better than students who get the Conventional model; 3) There is no correlation between mathematical problem-solving ability and self-regulated learning of students who get the Mastery Learning With Game Quizizz model model.

Keyword : *Mathematical Problem Solving, Mastery Learning With Game Quizizz, Self-regulated learning .*