

**ABSTRAK**

**PENERAPAN MODEL PEMBELAJARAN KOOPERATIF  
TIPE *TEAMS GAMES TOURNAMENT (TGT)* UNTUK  
MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SISWA  
PADA MATA PELAJARAN EKONOMI SMA N 1 KASIHAN  
BANTUL YOGYAKARTA**

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2015

Penelitian ini bertujuan menerapkan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* untuk meningkatkan motivasi dan hasil belajar siswa kelas X MIA 5 SMA N 1 Kasihan Bantul Yogyakarta pada mata pelajaran ekonomi materi koperasi.

Penelitian ini adalah penelitian tindakan kelas. Subjek penelitian adalah siswa kelas X MIA 5 SMA N 1 Kasihan Bantul Yogyakarta tahun ajaran 2014/2015 yang terdiri dari 21 siswa. Penelitian dilaksanakan dalam 2 siklus, masing-masing siklus meliputi 4 tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Data dikumpulkan dengan metode observasi, wawancara, kuesioner, tes dan dokumentasi. Teknik analisis data yang digunakan analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan bahwa penerapan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* meningkatkan motivasi belajar dan hasil belajar siswa kelas X MIA 5 SMA N 1 Kasihan Bantul Yogyakarta pada mata pelajaran ekonomi materi koperasi. Hal ini dibuktikan dengan rerata motivasi belajar sebelum penelitian = 91,57 (33,33% target tercapai); siklus pertama = 91,38 (33,33% target tercapai) dan siklus kedua = 98,28 (80,95% target tercapai). Rerata hasil belajar siswa sebelum penelitian = 74,4 (38,09% siswa tuntas); siklus pertama = 81,90 (76,19% siswa tuntas) dan siklus kedua = 88,67 (90,48% siswa tuntas).

**ABSTRACT**

**THE APPLICATION OF COOPERATIVE LEARNING MODEL GAMES  
TEAMS TOURNAMENT (TGT) TYPE TO INCREASE MOTIVATION  
AND STUDENT LEARNING OUTCOMES ON ECONOMICS SUBJECTS  
IN SMA N 1 KASIHAN BANTUL YOGYAKARTA**

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This research aims to implement cooperative learning model Teams Games Tournament (TGT) type to increase motivation and learning outcomes of the tenth grade students of MIA 5 of SMA N 1 Kasihan Bantul Yogyakarta in learning economics with the topic cooperation.

This research is a classroom action research. The subjects of research were 21 students of the tenth grade of MIA 5 of SMA N 1 Kasihan Bantul Yogyakarta, 2014/2015 academic year. The research was conducted in two cycles, each cycle included four phases there were planning, action, observation, and reflection. The data were collected by observation, interview, questionnaire, conducting test, and documenting. The techniques of data analysis were descriptive and comparative analysis.

The result indicates that the application of cooperative learning model Teams Games Tournament (TGT) type can increase motivation and students' learning outcomes of the tenth grade students of MIA 5 of SMA N 1 Kasihan Bantul Yogyakarta in learning economics with the topic cooperation. This result can be perceived by the mean of learning motivation before this research = 91,57 (33,33% target has been reached); the first cycle = 91,38 (33,33% target has been reached); and the second cycle = 98,28 (80,95% target has been reached). Mean of students learning outcome before this research = 74,4 (38,09% students passed); the first cycle = 81,90 (76,19% students passed), and the second cycle = 88,67 (90,48% students passed).