

ABSTRAK

**IMPLEMENTASI MODEL PEMBELAJARAN KOOPERATIF TIPE
TEAMS-GAMES-TOURNAMENT (TGT) SEBAGAI UPAYA
MENINGKATKAN MOTIVASI BELAJAR SISWA PADA MATERI
PEMBELAJARAN AKUNTANSI**

Penelitian Dilaksanakan di Kelas XI IPS4 SMA BOPKRI 1 Yogyakarta

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Tujuan dari penelitian ini adalah untuk mengetahui peningkatan motivasi belajar siswa kelas XI IPS 4 SMA BOPKRI 1 Yogyakarta pada mata pembelajaran akuntansi materi *posting* dari jurnal ke buku besar melalui implementasi model pembelajaran kooperatif tipe *Teams-Games-Tournament* (TGT).

Jenis penelitian ini adalah penelitian tindakan kelas. Subjek penelitian adalah siswa kelas XI IPS 4 SMA BOPKRI 1 Yogyakarta tahun ajaran 2011/2012 yang terdiri dari 25 orang siswa. Pelaksanaan penelitian tindakan kelas ini dilakukan dalam satu siklus yang meliputi empat tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Pengumpulan data dilakukan dengan metode observasi, wawancara, kuesioner dan dokumentasi. Teknik analisis data adalah analisis deskriptif dan analisis komparatif.

Hasil penelitian ini menunjukkan bahwa implementasi model pembelajaran kooperatif tipe *Teams-Games-Tournament* (TGT) dapat meningkatkan motivasi belajar siswa kelas XI IPS 4 SMA BOPKRI 1 Yogyakarta pada mata pelajaran akuntansi materi *posting* dari jurnal ke buku besar (rerata sebelum penelitian = 52,64 dan rerata sesudah penelitian = 62,24; *sig. (2-tailed)* = 0,000 < α = 0,05).

ABSTRACT

COOPERATIVE IMPLEMENTATION OF LEARNING MODEL TYPE GAMES-TEAMS-TOURNAMENT (TGT) AS EFFORTS TO IMPROVE STUDENT LEARNING MOTIVATION IN LEARNING ACCOUNTING
A Research Conducted at the Eleventh Grade Students of BOPKRI 1 Senior High School Yogyakarta

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The purpose of this research is to find out the increase of students motivation of the eleventh grade students of the Social and Sciences Department of BOPKRI 1 Senior High School Yogyakarta in accounting with the topic: “posting” material from the journal to the ledger through the implementation of cooperative learning model type Teams-Games-Tournament (TGT).

This type of research is a classroom action research. Subjects of the study were 25 students of the 11th grade of Social Sciences Department of BOPKRI 1 Senior High School Yogyakarta academic year 2011/2012. The implementation of classroom action research was conducted in one cycle that includes four phases: planning, action, observation, and reflection. The data were collected by the method of observation, interviews, questionnaires and documentation. Data analysis is descriptive analysis and comparative analysis.

The results indicate that the implementation of cooperative learning model of type Teams-Games-Tournament (TGT) may increase the motivation of the 11th grade students the Social and Sciences Department of BOPKRI 1 Senior High School Yogyakarta in accounting with the topic “posting” material from journals to ledgers (mean = 52.64 prior to the study, and after the study the mean = 62.24; sig. (2-tailed) =0.000 < α = 0.05).