

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS-GAMES-TOURNAMENT* (TGT) GUNA MENINGKATKAN MOTIVASI DAN PARTISIPASI SISWA PADA MATA PELAJARAN AKUNTANSI SMA N 1 KASIHAN BANTUL YOGYAKARTA

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Penelitian ini bertujuan untuk mengetahui peningkatan motivasi dan partisipasi siswa kelas XI IPS 1 SMA N 1 Kasihan Bantul Yogyakarta pada mata pelajaran akuntansi materi jurnal penyesuaian perusahaan jasa dengan menerapkan model pembelajaran kooperatif tipe *Teams-Games-Tournament* (TGT).

Penelitian ini adalah penelitian tindakan kelas. Subjek penelitian adalah siswa kelas XI IPS 1 SMA N 1 Kasihan Bantul Yogyakarta tahun ajaran 2012/2013 yang terdiri dari 27 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. 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 partisipasi belajar siswa kelas XI IPS 1 SMA N 1 Kasihan Bantul Yogyakarta pada mata pelajaran akuntansi materi jurnal penyesuaian perusahaan jasa. Hal ini dibuktikan dengan rerata motivasi belajar sebelum penelitian = 62,77 ; siklus pertama = 64,49 dan siklus kedua = 69,24 dan rerata partisipasi siswa sebelum penelitian = 43,75 ; siklus pertama = 52,73 dan siklus kedua = 77,23.

ABSTRACT

**THE APPLICATION OF COOPERATIVE LEARNING MODEL TYPE
GAMES-TEAMS-TOURNAMENT (TGT) AS EFFORTS TO IMPROVE
STUDENT MOTIVATION AND PARTICIPATION IN LEARNING
ACCOUNTING IN SMA N 1 KASIHAN BANTUL YOGYAKARTA**

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The purpose of this research is to find out the progress of student motivation and participation of the 11th grade student of SMA N 1 Kasihan Bantul Yogyakarta in learning accounting with the topic Adjustment Ledger through the application of cooperative learning model type Teams-Games-Tournament (TGT)

This research is a classroom action research. The subjects of research were 27 students of the 11th grade student of Social Sciences Department of SMA N 1 Kasihan Bantul 2012/2013 academic year. The research was conducted in two cycles, each cycle included 4 phases there was planning, action, observation, and reflection. The data were collected by observation, interview, and questionnaire. The techniques of data analysis were descriptive and comparative analysis.

The result indicates that the application of cooperative learning model type Teams-Games-Tournament (TGT) can increase student motivation and student participation of the 11th grade student of Social Sciences Department of SMA N 1 Kasihan Bantul Yogyakarta in learning accounting with the topic Adjustment Ledger. This result can be perceived by the mean of learning motivation before this research = 62,77; the 1st cycle = 64,49 and the 2nd cycle = 69,24 and mean of student participation before this research = 43,75; the 1st cycle = 52,73 and the 2nd cycle = 77,23.