

## ABSTRAK

### **PENERAPAN KOMBINASI MODEL PEMBELAJARAN *PROBLEM BASED LEARNING* (PBL) DAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) UNTUK MENINGKATKAN HASIL BELAJAR SISWA KELAS XI SMA DOMINIKUS WONOSARI**

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Penelitian ini bertujuan untuk mengetahui: (1) penerapan kombinasi model pembelajaran *Problem Based Learning* (PBL) dan kooperatif tipe *Teams Games Tournament* (TGT) untuk meningkatkan hasil belajar siswa kelas XI SMA Dominikus Wonosari; (2) keefektifan penerapan kombinasi model pembelajaran *Problem Based Learning* (PBL) dan kooperatif tipe *Teams Games Tournament* (TGT) untuk meningkatkan hasil belajar siswa kelas XI SMA Dominikus Wonosari. Jenis penelitian ini adalah penelitian tindakan kelas. Penelitian dilaksanakan pada bulan Januari sampai dengan April 2025. Metode pengumpulan data adalah observasi dan tes. Teknik analisis data yang digunakan adalah analisis deskriptif kualitatif dan analisis kuantitatif.

Hasil penelitian ini menunjukkan bahwa: (1) penerapan kombinasi model pembelajaran dan *Problem Based Learning* (PBL) dan kooperatif tipe *Teams Games Tournament* (TGT) dilakukan dalam satu siklus dengan dua pertemuan. Penerapan pembelajaran pada siklus ini mencakup perencanaan, tindakan, implementasi tindakan, observasi tindakan, serta evaluasi dan refleksi. Secara keseluruhan penerapan kombinasi model pembelajaran *Problem Based Learning* (PBL) dan kooperatif tipe *Teams Games Tournament* (TGT) telah berlangsung dengan baik; (2) penerapan kombinasi model pembelajaran *Problem Based Learning* (PBL) dan kooperatif tipe *Teams Games Tournament* (TGT) efektif untuk meningkatkan hasil belajar siswa kelas XI SMA Dominikus Wonosari pada capaian pembelajaran ekonomi internasional dan perdagangan internasional.

**Kata Kunci:** Model pembelajaran kooperatif, *teams games tournament*, *problem based learning*, hasil belajar

**ABSTRACT**

***THE APPLICATION OF A COMBINATION OF PROBLEM-BASED LEARNING (PBL) AND COOPERATIVE LEARNING MODEL OF TEAMS GAMES TOURNAMENT (TGT) TYPE TO IMPROVE THE LEARNING OUTCOMES OF STUDENTS IN CLASS XI SMA DOMINIKUS WONOSARI***

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*This study aims to determine: (1) the application of a combination of Problem Based Learning (PBL) and Teams Games Tournament (TGT) type cooperative learning models to improve the learning outcomes of students in grade XI Dominicus Wonosari High School; (2) the effectiveness of the application of a combination of Problem Based Learning (PBL) and Teams Games Tournament (TGT) type cooperative learning models to improve the learning outcomes of students in grade XI Dominicus Wonosari High School. This type of research is a class action research. The research was conducted from January to April 2025. Data collection methods are observation and test. Data analysis techniques used are qualitative descriptive analysis and quantitative analysis.*

*The results of this study showed that: (1) the application of a combination of learning models and Problem Based Learning (PBL) and Teams Games Tournament (TGT) cooperative type was conducted in one cycle with two meetings. The implementation of learning in this cycle includes planning, action, action implementation, action observation, and evaluation and reflection. Overall, the application of a combination of Problem Based Learning (PBL) and Teams Games Tournament (TGT) cooperative learning models has been going well; (2) the application of a combination of Problem Based Learning (PBL) and Teams Games Tournament (TGT) cooperative learning models is effective to improve the learning outcomes of students of grade XI Dominicus Wonosari High School in the learning outcomes of international economics and international trade.*

**Keywords:** *Cooperative learning model, teams games tournament, problem based learning, learning outcomes*

