

## ABSTRAK

### **PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE TEAMS-GAMES-TOURNAMENT (TGT) PADA MATERI PEMBELAJARAN JURNAL UMUM SEBAGAI UPAYA MENINGKATKAN MOTIVASI DAN PRESTASI BELAJAR SISWA**

Penelitian Tindakan Kelas Dilaksanakan Pada Siswa Kelas X Akuntansi 2  
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Tujuan dari penelitian ini adalah untuk mengetahui: (1) peningkatan motivasi belajar siswa pada materi pembelajaran jurnal umum melalui penerapan model pembelajaran kooperatif tipe TGT; (2) peningkatan prestasi belajar siswa pada materi pembelajaran jurnal umum melalui penerapan model pembelajaran kooperatif tipe TGT.

Jenis penelitian ini adalah penelitian tindakan kelas. Subyek penelitian adalah 24 siswa kelas X Akuntansi 2 SMK Putra Tama Bantul. 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, kuesioner, tes, wawancara, dan dokumentasi. Data analisis dengan menggunakan analisis deskriptif, analisis komparatif, dan uji beda *mean*.

Hasil penelitian ini menunjukkan bahwa: (1) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan motivasi belajar siswa secara signifikan (rerata sebelum penelitian = 52,13 dan rerata sesudah penelitian = 62,67; *sig. (2-tailed)* = 0,000 <  $\alpha$  = 0,05); (2) penerapan model pembelajaran kooperatif tipe TGT dapat meningkatkan prestasi belajar siswa secara signifikan (rerata *pre-test* = 58,89 dan rerata *post-test* 85,28; *sig. (2-tailed)* = 0,000 <  $\alpha$  = 0,05).

**ABSTRACT**

**THE IMPLEMENTATION OF COOPERATIVE LEARNING  
TYPE TEAMS-GAMES-TOURNAMENT (TGT) ON  
ADJUSTMENT GENERAL JOURNAL MATERIAL AS THE  
EFFORT TO IMPROVE MOTIVATION AND  
STUDENTS' LEARNING ACHIEVEMENT**

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The aims of this research are to find out: (1) the improvement of students' learning motivation on adjustment general journal material through cooperative learning: teams-games-tournament; (2) the improvement of students' learning achievement on adjustment general journal material through cooperative learning: teams-games-tournament.

This research is a classroom action research. The participants of this research were 24 students of Ten Accounting Two Departement of Vocational School Putra Tama Bantul. There was one cycle of this research. There were four stages that were planning, action, observation, and reflection. Data gathering was gathered by using five research instruments namely observation, questionnaire, test, interview, and documentation. The researcher used descriptive, comparative analysis, and mean different test to analyze the data.

The result of this research shows that: (1) the implementation of cooperative teaching learning type TGT improves students' learning motivation significantly (the average before the implementation = 52,13 and the average after the implementation = 62,67; sig. (2-tailed) = 0.000 <  $\alpha$  = 0.05); (2) the implementation of cooperative learning type TGT improves students' learning achievement significantly (the average of pre-test = 58,89 and the average of post-test = 85,28; sig. (2-tailed) = 0.000 <  $\alpha$  = 0.05);