

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT (TGT)* TERHADAP MOTIVASI DAN HASIL BELAJAR PESERTA DIDIK KELAS X SMA NEGERI 1 DEPOK

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Penelitian ini bertujuan untuk menganalisis pengaruh penerapan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* terhadap motivasi dan hasil belajar peserta didik kelas X SMA Negeri 1 Depok pada materi Perubahan Lingkungan. Penelitian menggunakan metode *quasi experiment* dengan desain *Nonequivalent Control Group Design*. Populasi penelitian adalah seluruh peserta didik kelas X SMA Negeri 1 Depok. Sampel ditentukan menggunakan teknik *Cluster Sampling*. Pembelajaran pada kelas eksperimen menggunakan model *Teams Games Tournament (TGT)*, sedangkan kelas kontrol menggunakan metode ceramah dan diskusi. Hasil penelitian menunjukkan bahwa rata-rata motivasi belajar kelas eksperimen meningkat dari 51,829 menjadi 72,800, sedangkan kelas kontrol meningkat dari 52,829 menjadi 56,686. Rata-rata hasil belajar kelas eksperimen meningkat dari 60,000 pada *pretest* menjadi 83,971 pada *posttest*, sedangkan kelas kontrol meningkat dari 52,857 menjadi 72,600. Hasil uji *independent sample t-test* menunjukkan nilai signifikansi 0,000 ($p < 0,05$) pada variabel motivasi belajar dan hasil belajar, sehingga terdapat perbedaan yang signifikan antara kelas eksperimen dan kelas kontrol. Hasil uji N-Gain menunjukkan peningkatan hasil belajar kelas eksperimen sebesar 0,5241 (kategori sedang) dan kelas kontrol sebesar 0,3316 (kategori sedang), sedangkan peningkatan motivasi belajar kelas eksperimen sebesar 0,4352 (kategori sedang) dan kelas kontrol sebesar 0,0818 (kategori rendah). Dengan demikian, model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* terbukti lebih efektif dibandingkan pembelajaran konvensional dalam meningkatkan motivasi dan hasil belajar peserta didik pada materi Perubahan Lingkungan.

Kata kunci: *Teams Games Tournament (TGT)*, motivasi belajar, Hasil Belajar

ABSTRACT

**THE APPLICATION OF TEAMS GAMES TOURNAMENT (TGT)
LEARNING MODEL TO STUDENTS MOTIVATION AND LEARNING
OUTCOMES OF GRADE X AT SMA NEGERI 1 DEPOK**

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This study aims to analyze the effect of the application of the Teams Games Tournament (TGT) type cooperative learning model on the motivation and learning outcomes of class X students of SMA Negeri 1 Depok on Environmental Change material. The research used a quasi experiment method with a Nonequivalent Control Group Design. The research population is all students of class X of SMA Negeri 1 Depok. Samples are determined using the Cluster Sampling technique. The learning in the experimental class used the Teams Games Tournament (TGT) model, while the control class used the lecture and discussion method. The results showed that the average learning motivation of the experimental class increased from 51,829 to 72,800, while the control class increased from 52,829 to 56,686. The average learning outcomes of the experimental class increased from 60,000 on the pretest to 83,971 on the posttest, while the control class increased from 52,857 to 72,600. The results of the independent sample t-test showed a significance value of 0.000 ($p < 0.05$) on the variables of learning motivation and learning outcomes, so that there was a significant difference between the experimental class and the control class. The results of the N-Gain test showed an increase in learning outcomes in the experimental class by 0.5241 (medium category) and the control class by 0.3316 (medium category), while the increase in learning motivation in the experimental class was 0.4352 (medium category) and the control class was 0.0818 (low category). Thus, the Teams Games Tournament (TGT) type cooperative learning model has been proven to be more effective than conventional learning in increasing students' motivation and learning outcomes in Environmental Change materials.

Keywords: Teams Games Tournament (TGT), learning motivation, Learning Outcomes