

ABSTRAK

IMPLEMENTASI MODEL PEMBELAJARAN KOOPERATIF TIPE TEAMS GAMES TOURNAMENT (TGT) PADA MATA PELAJARAN EKONOMI UNTUK MENINGKATKAN MINAT DAN HASIL BELAJAR SISWA KELAS X-F SMA NEGERI 1 BANTUL

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2026

Penelitian ini bertujuan untuk mengetahui: 1) implementasi model pembelajaran kooperatif tipe TGT pada mata pelajaran ekonomi di kelas X-F SMA Negeri 1 Bantul; 2) efektivitas implementasi model pembelajaran kooperatif tipe TGT pada mata pelajaran ekonomi untuk meningkatkan minat dan hasil belajar siswa kelas X-F SMA Negeri 1 Bantul. Jenis penelitian ini adalah penelitian tindakan kelas. Penelitian dilaksanakan pada bulan Agustus 2025 sampai dengan Mei 2026. Penelitian diselenggarakan dalam dua siklus tindakan berdasarkan acuan model Kemmis dan McTaggart, yang meliputi tahapan perencanaan, pelaksanaan, pengamatan, dan refleksi. Subjek penelitian ini adalah siswa kelas X-F SMA Negeri 1 Bantul yang berjumlah 36 orang. Data dikumpulkan melalui observasi partisipatif, tes, angket minat belajar, studi dokumentasi, dan wawancara. Teknik analisis data adalah kualitatif dan deskriptif kuantitatif.

Hasil penelitian menunjukkan bahwa: 1) implementasi model pembelajaran kooperatif tipe TGT pada mata pelajaran ekonomi di kelas X-F SMA Negeri 1 Bantul dilakukan dalam dua siklus. Setiap siklus dilakukan dalam dua pertemuan. Implementasi model pembelajaran kooperatif tipe TGT terlaksana dengan baik sesuai dengan tahapan penelitian tindakan kelas, yaitu perencanaan, pelaksanaan, pengamatan, dan refleksi; 2) implementasi model pembelajaran kooperatif tipe TGT efektif meningkatkan minat belajar (sebelum siklus I: 44% atau 14 siswa memiliki minat belajar dalam kategori sedang; siklus I: 69% atau 22 siswa memiliki minat belajar kategori tinggi; siklus II: 48% atau 15 siswa memiliki minat belajar dalam kategori sangat tinggi; ada peningkatan hasil belajar siswa (nilai rata-rata hasil belajar pada siklus I sebesar 75 (18 siswa mencapai Kriteria Ketercapaian Tujuan Pembelajaran); nilai rata-rata hasil belajar pada siklus II sebesar 90,75 (27 siswa mencapai Kriteria Ketercapaian Tujuan Pembelajaran)).

Kata kunci: Model pembelajaran kooperatif, *teams games tournament*, minat belajar, hasil belajar

ABSTRACT

**IMPLEMENTATION OF THE TEAMS GAMES TOURNAMENT (TGT)
TYPE COOPERATIVE LEARNING MODEL IN ECONOMICS TO
IMPROVE THE INTEREST AND LEARNING OUTCOMES OF STUDENTS
IN CLASS X-F OF STATE HIGH SCHOOL 1 BANTUL**

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This study aims to determine: 1) the implementation of the TGT type cooperative learning model in economics subjects in class X-F of SMA Negeri 1 Bantul; 2) the effectiveness of the implementation of the TGT type cooperative learning model in economics subjects to improve the interest and learning outcomes of class X-F students of SMA Negeri 1 Bantul. The type of research is class action research. The research was conducted from August 2025 to May 2026. The research was conducted in two action cycles based on the Kemmis and McTaggart model reference, which includes the stages of planning, implementation, observation, and reflection. The subjects of this study were 36 class X-F students of SMA Negeri 1 Bantul. Data were collected through participant observation, tests, learning interest questionnaires, documentation studies, and interviews. Data analysis techniques used were qualitative and descriptive quantitative.

The results of the study indicate that: 1) the implementation of the TGT cooperative learning model in economics in grades X-F of SMA Negeri 1 Bantul was carried out in two cycles. Each cycle consisted of two meetings. The implementation of the TGT cooperative learning model was carried out well in accordance with the stages of classroom action research, namely planning, implementation, observation, and reflection; 2) the implementation of the TGT cooperative learning model effectively increased learning interest (before cycle I: 44% or 14 students had moderate learning interest; cycle I: 69% or 22 students had high learning interest; cycle II: 48% or 15 students had very high learning interest; there was an increase in student learning outcomes (the average learning outcome score in cycle I was 75 (18 students achieved the Learning Objective Achievement Criteria); the average learning outcome score in cycle II was 90.75 (27 students achieved the Learning Objective Achievement Criteria).

Keywords: Cooperative learning model, teams games tournament, learning interest, learning outcomes