

ABSTRAK

Irene Tiara Asmaraningrum. 2018. Pengaruh Metode Pembelajaran *Teams Games Tournaments* (TGT) Terhadap Perubahan Kesadaran Nilai Disiplin, Komunikasi, dan Tanggung Jawab Siswa Kelas XI MIPA SMA Z Yogyakarta Tahun Ajaran 2017/2018. Skripsi. Yogyakarta: Program Studi Pendidikan Fisika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.

Penelitian ini bertujuan untuk mengetahui pengaruh metode pembelajaran *Teams Games Tournaments* (TGT) terhadap perubahan kesadaran nilai disiplin, komunikatif, dan tanggung jawab.

Subjek penelitian ini adalah siswa/i kelas XI MIPA, kelas yang dijadikan sampel adalah kelas XI MIPA 1 sebanyak 17 siswa. Instrumen yang digunakan adalah lembar kuesioner nilai karakter siswa sebelum penerapan *Teams Games Tournaments* (TGT), lembar kuesioner nilai karakter siswa setelah penerapan *Teams Games Tournaments* (TGT), pedoman wawancara kepala sekolah, pedoman wawancara guru fisika, dan pedoman wawancara siswa dan observasi kelas. Data kuesioner dianalisis secara kuantitatif dan data wawancara dianalisis secara kualitatif.

Hasil penelitian menunjukkan bahwa metode pembelajaran *Teams Games Tournaments* (TGT) berpengaruh terhadap kesadaran nilai disiplin, komunikatif, dan tanggung jawab pada siswa, hal ini ditunjukkan dengan adanya perubahan frekuensi siswa pada kuesioner awal dan akhir yang berbeda dan hasil SPSS bahwa $p = 0.000 < \alpha = 0.05$ sehingga ada hubungan yang signifikan, implementasi pendidikan karakter disekolah melalui program PPK dan pada proses pembelajaran, sekolah membutuhkan dukungan dari keluarga agar siswa benar memiliki karakter yang dapat menjadikan bekal untuk masa depan. Dapat disimpulkan bahwa metode pembelajaran *Teams Games Tournaments* (TGT) berpengaruh terhadap perubahan kesadaran nilai disiplin, komunikasi, dan tanggung jawab siswa kelas XI MIPA.

Kata kunci: Metode pembelajaran, *Teams Games Tournaments* (TGT), perubahan karakter, disiplin, komunikatif, tanggung jawab

ABSTRACT

Irene Tiara Asmaraningrum. 2018. *The Influence of Learning Methods Teams Games Tournaments (TGT) to Change the Consciousness of the Value of The Discipline, Communicative, and Responsibility of The Students of Class XI of Sciences SMA Z Yogyakarta Academic Year 2017/2018. Undergraduate Thesis. Yogyakarta: Physics Education Study Program. Departement of Education Mathematics and Science Education. Faculty of Teacher Training and Education. Sanata Dharma University.*

This study aims to determine the influence of teaching methods Teams Games Tournaments (TGT) to change the consciousness of the value of the discipline, communicative, and responsibility.

The subjects of this research is the students of class XI MIPA, the class that used as the sample is class XI MIPA 1 as many as 17 students. The instrument used was questionnaire the value of the student's character before the application Teams Games Tournaments (TGT), questionnaire value student's character after the adoption Teams Games Tournaments (TGT), principal interview guidelines, physics teacher interview guidelines, students interview guidelines, and classroom observation. The questionnaire data was analyzed quantitatively and the interview data was analyzed qualitatively.

The research results shows that the learning method Teams Games Tournaments (TGT) influence on the value conscious discipline, communicative, and responsibility in students, It is indicated by the change in the frequency of students at the beginning and end of questionnaire and SPSS results differently and that $p = 0.000 < \alpha = 0.05$ so that there is a significant, implementation of character education in school through the PPK and learning process, school need the support of the family really have the character to make provision for the future. It can be concluded that teaching methods Teams Games Tournaments (TGT) influences the consciousness of the value of the discipline, communicative, and responsibility of class XI MIPA.

Keywords: *learning methods, Teams Games Tournaments (TGT), change the consciousness, discipline, communicative, responsibility*