

ABSTRAK

Anggia Nurfauzyah (2107200001) “Pengaruh Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Berbantu Media *Kahoot* Terhadap Hasil Belajar Peserta Didik Di SMAN 1 Sindangkasih” penulisan skripsi ini dibawah bimbingan Ibu Ilah, S.Pd., M.Pd., dan Ibu Tati Heryati, Dra., M.M., M.Pd.

Rendahnya hasil belajar merupakan masalah dalam penelitian ini, karena hasil belajar merupakan salah satu tolak ukur keberhasilan proses pembelajaran, maka penulis berasumsi bahwa dengan diterapkannya model pembelajaran kooperatif tipe *teams games tournament* (tgt) berbantu media *kahoot* akan mempengaruhi hasil belajar peserta didik, adapun tujuan dari penelitian ini adalah untuk mengetahui: 1) Perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran kooperatif tipe *teams games tournament* (tgt) berbantu media *kahoot* pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas eksperimen. 2) Perbedaan hasil belajar peserta didik yang menggunakan metode ceramah pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas kontrol. 3) Perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran kooperatif tipe *teams games tournament* (tgt) berbantu media *kahoot* di kelas eksperimen dengan menggunakan metode ceramah di kelas kontrol pada pengukuran akhir (*posttest*). Metode penelitian yang digunakan yaitu metode eksperimen dengan desain *Nonequivalent Control Group Design*.

Penelitian ini menghasilkan beberapa kesimpulan sebagai berikut: 1) Terdapat perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran kooperatif tipe *teams games tournament* (tgt) berbantu media *kahoot* pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas eksperimen. 2) Terdapat perbedaan hasil belajar peserta didik yang menggunakan metode ceramah pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas kontrol. 3) Terdapat perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran kooperatif tipe *teams games tournament* (tgt) berbantu media *kahoot* dengan yang menggunakan metode ceramah pada pengukuran akhir (*posttest*).

kata kunci: model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT), hasil belajar.

ABSTRACT

Anggia Nurfaulyah (2107200001) "*The Influence of the Teams Games Tournament (TGT) Type Cooperative Learning Model Assisted by Kahoot Media on Student Learning Outcomes at SMAN 1 Sindangkasih*" writing this thesis under the guidance of Mrs. Ilah, S.Pd., M.Pd., and Mrs. Tati Heryati, Dra., M.M., M.Pd.

Low learning outcomes are a problem in this research, because learning outcomes are one measure of the success of the learning process, the author assumes that by implementing the teams games tournament (tgt) type cooperative learning model assisted by kahoot media, it will influence students' learning outcomes, as for the purpose of This research aims to determine: 1) Differences in learning outcomes of students who use the teams games tournament (tgt) type cooperative learning model assisted by kahoot media in the initial measurement (pretest) and final measurement (posttest) in the experimental class. 2) Differences in learning outcomes of students who use the lecture method in the initial measurement (pretest) and final measurement (posttest) in the control class. 3) Differences in learning outcomes of students who use the teams games tournament (tgt) type cooperative learning model assisted by kahoot media in the experimental class compared to the lecture method in the control class in the final measurement (posttest). The research method used is an experimental method with a Nonequivalent Control Group Design.

This research produces the following conclusions: 1) There are differences in the learning outcomes of students who use the teams games tournament (tgt) type cooperative learning model assisted by kahoot media in the initial measurement (pretest) and final measurement (posttest) in the experimental class. 2) There are differences in the learning outcomes of students who use the lecture method in the initial measurement (pretest) and final measurement (posttest) in the control class. 3) There are differences in the learning outcomes of students who use the teams games tournament (tgt) type cooperative learning model assisted by kahoot media and those who use the lecture method in the final measurement (posttest).

keywords: *Teams Games Tournament (TGT) cooperative learning model, learning outcomes.*