

ABSTRAK

Reni Putri Mulyani (2107220020) “Pengaruh Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Berbantuan Game Edukasi *Wordwall* Terhadap Hasil Belajar Peserta Didik Pada Mata Pelajaran Ekonomi Kelas X di SMA Negeri 1 Kawali (Studi Quasi Eksperimen pada Kompetensi Dasar Menyajikan Peran Bank Sentral).” Penulisan skripsi ini dibawah bimbingan Bapak Dr. Rizka Andhika Putra, S.Pd.,M.M. selaku pembimbing I dan Ibu Ilah, S.Pd., M.Pd. selaku pembimbing II.

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar peserta didik pada mata pelajaran Ekonomi kelas X di SMA Negeri 1 Kawali. Kondisi tersebut menunjukkan bahwa keaktifan dan keterlibatan peserta didik selama proses pembelajaran masih perlu ditingkatkan, sehingga diperlukan penerapan model pembelajaran yang dapat mendorong keaktifan, partisipasi, kerja sama, dan antusiasme peserta didik dalam mengikuti proses pembelajaran. Salah satu alternatif yang dapat diterapkan adalah model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan game edukasi *Wordwall*. Adapun tujuan penelitian ini yaitu untuk mengetahui: 1) Untuk mengetahui perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Berbantuan Game Edukasi *Wordwall* pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas eksperimen. 2) Untuk mengetahui perbedaan hasil belajar peserta didik yang menggunakan metode pembelajaran konvensional pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas kontrol. 3) Untuk mengetahui perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Berbantuan Game Edukasi *Wordwall* dengan yang menggunakan metode pembelajaran konvensional pada pengukuran akhir (*posttest*). Metode penelitian yang digunakan adalah *Quasi Eksperimental Design* yaitu *Nonequivalent Control Group Design*.

Hasil penelitian menunjukkan: 1) Terdapat perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Berbantuan Game Edukasi *Wordwall* pada pengukuran awal (*Pretest*) dan pengukuran akhir (*Posttest*) di kelas eksperimen. 2) Terdapat perbedaan hasil belajar peserta didik yang menggunakan metode pembelajaran konvensional 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) Berbantuan Game Edukasi *Wordwall* dengan hasil belajar yang menggunakan metode pembelajaran konvensional pada pengukuran akhir (*Posttest*).

Kata Kunci: Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT), Game Edukasi *Wordwall*, Hasil Belajar.

ABSTRACT

Reni Putri Mulyani (2107220020). *“The Effect of the Teams Games Tournament (TGT) Cooperative Learning Model Assisted by the Wordwall Educational Game on Students' Learning Outcomes in Economics Subject for Grade X at SMA Negeri 1 Kawali (A Quasi-Experimental Study on the Basic Competency of Presenting the Role of the Central Bank).”* This undergraduate thesis was written under the supervised of Mr. Dr. Rizka Andhika Putra, S.Pd., M.M. as the first supervisor and Mrs. Ilah, S.Pd., M.Pd. as the second supervisor.

This study was motivated by the low learning outcomes of Grade X students in the Economics subject at SMA Negeri 1 Kawali. This condition indicates that students' activeness and engagement during the learning process still need to be improved. Therefore, it is necessary to implement a learning model that encourages students' active participation, collaboration, and enthusiasm in the learning process. One alternative that can be applied is the Teams Games Tournament (TGT) cooperative learning model assisted by the Wordwall educational game. The objectives of this study were: (1) to determine the difference in students' learning outcomes before (pre-test) and after (post-test) the implementation of the Teams Games Tournament (TGT) cooperative learning model assisted by the Wordwall educational game in the experimental class; (2) to determine the difference in students' learning outcomes before (pre-test) and after (post-test) using the conventional teaching method in the control class; and (3) to determine the difference in students' learning outcomes between those taught using the Teams Games Tournament (TGT) cooperative learning model assisted by the Wordwall educational game and those taught using the conventional teaching method based on the post-test results. This study employed a Quasi-Experimental Design, specifically the Nonequivalent Control Group Design.

The results of the study revealed that: (1) there was a significant difference in the learning outcomes of students in the experimental class before (pre-test) and after (post-test) the implementation of the Teams Games Tournament (TGT) cooperative learning model assisted by the Wordwall educational game; (2) there was a significant difference in the learning outcomes of students in the control class before (pre-test) and after (post-test) using the conventional teaching method; and (3) there was a significant difference in the post-test learning outcomes between students taught using the Teams Games Tournament (TGT) cooperative learning model assisted by the Wordwall educational game and those taught using the conventional teaching method.

Keywords: *Teams Games Tournament (TGT) Cooperative Learning Model, Wordwall Educational Game, Learning Outcomes.*