

ABSTRAK

Halimah Tussadiah (2107220039) “Pengaruh Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Berbantuan Media *Blooket* Terhadap Hasil Belajar Siswa Pada Mata Pelajaran IPS Ekonomi Di SMA Negeri 1 Lakbok” Penulisan skripsi ini dibawah bimbingan Bapak Firman Aryansyah, S.Pd., M.Pd selaku pembimbing I dan Ibu Rita Patonah, S.Pd., M.Pd selaku pembimbing II.

Rendahnya hasil belajar merupakan masalah dalam penelitian ini, karena hasil belajar merupakan salah satu tolak ukur keberhasilan proses pembelajaran, maka pendidik dituntut untuk segera mencari berbagai upaya untuk mencapai keberhasilan pembelajaran. Untuk mengatasi permasalahan tersebut, diperlukan model pembelajaran yang dapat meningkatkan partisipasi aktif siswa diantaranya yaitu model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media *Blooket*. Adapun tujuan dari penelitian ini yaitu untuk mengetahui: 1) Perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media *Blooket* pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas eksperimen; 2) Perbedaan hasil belajar peserta didik yang menggunakan metode pembelajaran konvensional pada pengukuran awal (*pretest*) dan pengukuran akhir (*posttest*) di kelas kontrol; 3) Perbedaan hasil belajar peserta didik antara yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media *Blooket* dengan yang menggunakan metode pembelajaran konvensional pada pengukuran akhir (*posttest*). Metode penelitian yang digunakan yaitu metode eksperimen dengan desain *Quasi Eksperimental Design Nonequivalent Control Group Design*.

Penelitian ini menghasilkan beberapa simpulan sebagai berikut: 1) Terdapat perbedaan hasil belajar peserta didik yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbantuan media *Blooket* 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 media *Blooket* dengan yang menggunakan metode pembelajaran konvensional pada pengukuran akhir (*posttest*).

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

ABSTRACT

Halimah Tussadiah (2107220039). *The Effect of the Teams Games Tournament (TGT) Cooperative Learning Model Assisted by Blooket Media on Students' Learning Outcomes in IPS Economics at SMA Negeri 1 Lakkok*. This undergraduate thesis was supervised by Mr. Firman Aryansyah, S.Pd., M.Pd. as the first supervisor and Mrs. Rita Patonah, S.Pd., M.Pd. as the second supervisor.

Low learning outcomes are the central problem in this study. Since learning outcomes serve as a benchmark for the success of the learning process, educators are required to immediately find various ways to achieve learning success. To overcome this issue, a learning model that can increase students' active participation is required, namely the Teams Games Tournament (TGT) cooperative learning model assisted by Blooket media. The purposes of this study are to determine: 1) The difference in learning outcomes of students who use the Teams Games Tournament (TGT) cooperative learning model assisted by Blooket media between the initial measurement (pretest) and final measurement (posttest) in the experimental class; 2) The difference in learning outcomes of students who use conventional learning methods between the initial measurement (pretest) and final measurement (posttest) in the control class; 3) The difference in student learning outcomes between those who use the Teams Games Tournament (TGT) cooperative learning model assisted by Blooket media and those who use conventional learning methods at the final measurement (posttest). The research method used was an experimental method with a Quasi-Experimental Nonequivalent Control Group Design.

This research yields several conclusions as follows: 1) There is a difference in the learning outcomes of students using the Teams Games Tournament (TGT) type of cooperative learning model assisted by Blooket media between the initial measurement (pretest) and final measurement (posttest) in the experimental class; 2) There is a difference in the learning outcomes of students using conventional learning methods between the initial measurement (pretest) and final measurement (post-test) in the control class; 3) There is a difference in learning outcomes between students using the Teams Games Tournament (TGT) type of cooperative learning model assisted by Blooket media and those using conventional learning methods in the final measurement (posttest).

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

