

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *teams games tournament* (TGT) berbantu media game edukasi terhadap motivasi belajar siswa di kelas X SMKN 1 Kamal. Penelitian ini merupakan penelitian kuantitatif yang menggunakan *Quasi Eksperimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Sampel yang digunakan adalah sampel jenuh yaitu kelas X SMKN 1 Kamal sebanyak 28 siswa. Berdasarkan uji statistik motivasi belajar siswa pada penelitian ini, diperoleh $t_{hitung} = 2,1746 > t_{tabel} = 2,0560$, maka H_0 ditolak dan H_a diterima artinya ada pengaruh yang signifikan pada penggunaan model pembelajaran kooperatif tipe *teams games tournament* (TGT) berbantu media game edukasi terhadap motivasi belajar siswa sederhana dengan persamaan $Y = 90,0800 + 0,4547 X$ yang menunjukkan bahwa arah garis semakin meningkat. Pada penelitian ini juga terdapat hasil observasi aktivitas guru yang mendapatkan rata-rata 85% dengan kategori sangat baik dan hasil observasi aktivitas siswa yang mendapatkan rata-rata 82,76% dengan kategori sangat baik. Berdasarkan persentase rata-rata aktivitas siswa dalam setiap indikator menunjukkan telah tercapainya kriteria keberhasilan yang ditentukan.

Kata Kunci: Pembelajaran Kooperatif, Teams Games Tournament (TGT), Game Edukasi, Motivasi Belajar.

Abstract

This study aims to determine the effect of the cooperative learning model of the types of teams games tournament (TGT) assisted by educational game media on student motivation in class X SMK 1 Kamal. This research is a quantitative study that uses Quasi Experimental Design with Nonequivalent Control Group Design research design. The sample used was a saturated sample of class X SMK 1 Kamal as many as 28 students. Based on the statistical test of students' motivation in this study, $t_{hitung} = 2.1746 > t_{tabel} = 2.0560$, then H_0 is rejected and H_a is accepted meaning that there is a significant influence on the use of cooperative learning models of teams games tournament (TGT) assisted with educational game media on simple student motivation with the equation $Y = 90.0800 + 0.4547 X$ which shows that the direction of the line is increasing. In this study there are also results of observations of teacher activities that get an average of 85% with a very good category and results of observations of student activities that get an average of 82.76% with a very good category. Based on the average percentage of student activity in each indicator shows the achievement of the specified success criteria.

Keywords: Cooperative Learning, Teams Games Tournament (TGT), Educational Games, Learning Motivation.