

Dendy Pramizza Adi Nugraha. 2025. *Pengaruh Penerapan Model Pembelajaran Kooperatif Tipe Temas Game Tournament Berbantuan Kartu Pertanyaan Terhadap Kemampuan membaca teks cerpen Siswa Kelas XI SMAN 8 Kediri*, Skripsi, Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura.

Pembimbing: Mega Puspitasari, S.Pd., M.Pd.

## ABSTRAK

Penelitian ini berawal dari temuan bahwa kemampuan siswa dalam membaca teks cerpen masih rendah. Hal tersebut terjadi karena proses pembelajaran masih dominan terfokus pada guru sehingga keterlibatan siswa dalam kegiatan belajar belum optimal. Tujuan penelitian ini adalah menguji pengaruh penerapan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* yang dipadukan dengan media kartu pertanyaan terhadap kemampuan membaca teks cerpen pada siswa kelas XI SMAN 8 Kediri. Penelitian menggunakan pendekatan kuantitatif dengan rancangan *Quasi Experimental Design* tipe *Nonequivalent Control Group*. Hasil penelitian menunjukkan bahwa rata-rata nilai *Pre-test* kelas eksperimen sebesar 60,8 meningkat menjadi 86,75 pada saat *posttest*. Nilai kelas kontrol mengalami peningkatan dari 65,4 menjadi 75,5. Uji-t pada taraf signifikansi 0,05 menghasilkan nilai *t hitung* (14,003) lebih besar daripada *t tabel* (2,093), sehingga  $H_a$  diterima dan  $H_0$  ditolak. Dengan demikian, dapat disimpulkan bahwa penerapan model TGT berbantuan kartu pertanyaan memberikan pengaruh yang signifikan terhadap kemampuan siswa dalam membaca teks cerpen.

**Kata Kunci:** Kemampuan membaca, teks cerpen, *Teams Game Tournament*, kartu pertanyaan

Dendy Pramizza Adi Nugraha. 2025. *The Effect of Applying the Cooperative Learning Model Type Teams Game Tournament Assisted with Question Cards on Students' Ability to Analyze the Intrinsic Element of Short Story Text in Eleven Grade of SMAN 8 Kediri*. Undergraduate Thesis, Study Program of Indonesian Language and Literature Education, Faculty of Teacher Training and Education, Universitas Trunodjoyo Madura.

Advisor: Mega Puspitasari, S.Pd., M.Pd.

## ABSTRACT

This research originates from the finding that students still struggle to read a short stories. The difficulty mainly occurs because the learning process is dominated by teacher-centered instruction, resulting in limited student participation and learning engagement. Therefore, this study aims to examine the effect of applying the cooperative learning model *Teams Games Tournament (TGT)* supported by question cards on the ability to read short story texts of Grade XI students at SMAN 8 Kediri. The study adopted a quantitative approach using a *Quasi-Experimental Design* with a *Nonequivalent Control Group* model. The results revealed that the average score of the experimental class increased from 60.8 in the *Pre-test* to 86.75 in the *posttest*. Meanwhile, the control class showed an improvement from 65.4 to 75.5. Hypothesis testing using the t-test at the 0.05 significance level showed that the *t- calculated* value (14.003) exceeded the *t-table* value (2.093), indicating that  $H_0$  was rejected and  $H_a$  was accepted. These findings confirm that the implementation of the TGT model assisted by question cards has a significant positive effect on students' ability to read short story texts.

**Keywords:** *reading ability, short story text, Teams Game Tournament, question card*