

Ineke Putri Wicandara. 2026. *Pengaruh Model Pembelajaran TGT (Team Games Tournament) Terhadap Motivasi Belajar Bahasa Indonesia Siswa Kelas V SDN Krembangan II/ 57 Surabaya*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Parrisca Indra Perdana.

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui pengaruh model pembelajaran TGT (Team Games Tournament) terhadap motivasi belajar siswa kelas V SDN Krembangan II/57 Surabaya. Penelitian ini termasuk dalam jenis penelitian kuantitatif dengan desain eksperimen semu (*quasi experiment*) menggunakan *Non-Equivalent Control Group Design*. Subjek penelitian terdiri atas dua kelas, yaitu kelas V A sebagai kelas kontrol dan kelas V B sebagai kelas eksperimen, dengan jumlah keseluruhan 58 siswa. Teknik pengumpulan data menggunakan angket motivasi belajar yang diberikan pada saat angket sebelum dan angket sesudah. Teknik analisis data yang digunakan meliputi analisis statistik deskriptif, uji normalitas, uji homogenitas, uji paired sample t-test, dan uji independent sample t-test. Hasil penelitian menunjukkan bahwa terdapat perbedaan yang signifikan antara motivasi belajar siswa kelas eksperimen dan kelas kontrol. Rata-rata skor motivasi belajar siswa pada kelas eksperimen meningkat secara signifikan setelah diterapkan model pembelajaran TGT dibandingkan dengan kelas kontrol yang menggunakan pembelajaran konvensional. Berdasarkan hasil uji independent sample t-test, diperoleh nilai signifikansi sebesar 0,000 ($< 0,05$), sehingga dapat disimpulkan bahwa model pembelajaran *Teams Games Tournament* (TGT) berpengaruh secara signifikan terhadap motivasi belajar Bahasa Indonesia siswa kelas V SDN Krembangan II/57 Surabaya.

Kata-kata kunci: model pembelajaran TGT, motivasi belajar, Bahasa Indonesia, siswa sekolah dasar

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ABSTRACT

The purpose of this study was to determine the effect of the Teams Games Tournament (TGT) learning model on students' motivation in learning Indonesian language for fifth-grade students at SDN Krembangan II/57 Surabaya. This study employed a quantitative research approach using a quasi-experimental design with a Non-Equivalent Control Group Design. The research subjects consisted of two classes: class V A as the control group and class V B as the experimental group, with a total of 58 students. Data were collected using a learning motivation questionnaire administered during the pre-survey and post-survey. Data analysis techniques included descriptive statistical analysis, normality test, homogeneity test, paired sample t-test, and independent sample t-test. The results showed a significant difference in learning motivation between students in the experimental class and those in the control class. The average motivation score of students in the experimental class increased significantly after the implementation of the TGT learning model compared to the control class that used conventional learning methods. The result of the independent sample t-test indicated a significance value of 0.000 (< 0.05), which means that the Teams Games Tournament (TGT) learning model has a significant effect on students' motivation in learning Indonesian language for fifth-grade students at SDN Krembangan II/57 Surabaya.

Keywords: *Teams Games Tournament (TGT), learning motivation, Indonesian language, elementary school students*