

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *teams games tournament* berbantuan media kahoot pada materi perawatan jaringan lokal LAN yang ditinjau dari: 1) hasil belajar siswa; 2) aktivitas guru dan aktivitas siswa; dan 3) respon siswa terhadap pembelajaran. Penelitian ini merupakan penelitian kuantitatif yang menggunakan *Quasi Experimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Sampel yang digunakan adalah *Sampling Purposive* yaitu pada kelas X TKJ yang berjumlah dari 61 siswa yang terdiri dari 31 siswa kelas eksperimen dan 30 siswa kelas kontrol. Instrumen yang di gunakan adalah tes hasil belajar berupa *pretest* dan *posttest*, lembar observasi aktivitas guru, lembar observasi aktivitas siswa dan angket respon siswa. Hasil penelitian diperoleh rata-rata hasil belajar *posttest* kelas eksperimen sebesar 77,9 dan *posttest* kelas kontrol sebesar 60,1. Berdasarkan hasil uji statistik diperoleh $Z_{hitung} = 4,859 > Z_{tabel} = 1,645$, maka H_0 ditolak dan H_a diterima, artinya ada pengaruh yang signifikan pada penggunaan model pembelajaran kooperatif tipe *teams games tournament* berbantuan media kahoot pada materi perawatan jaringan lokal LAN terhadap hasil belajar. Hal ini diperkuat dengan hasil uji gain sebesar 0,57 dengan kategori peningkatan sedang, observasi aktivitas guru sebesar 92,2% dengan kategori sangat baik, dan aktivitas siswa sebesar 79,4% yaitu kategori baik. Kemudian dari perhitungan angket respon diperoleh hasil 74,57% dengan kategori baik.

Kata Kunci : TGT, Kahoot, Hasil Belajar

ABSTRACT

This study aims to determine effect of cooperative learning model of teams games tournament used media kahoot in material care network local LAN a review from: 1) students' learning outcomes; 2) teacher activity and student activity; 3) student response in learning. This research is a quantitative research using Quasi Experimental Design with Nonequivalent Control Group research design. The sample of this study are Purposive Sampling, those are students of class X SMK Negeri 1 Labang as many as 61 students. Then divided into two groups namely the experimental group amounted to 31 students and the control group amounted to 30 students. The instrument in this results of learning in the form of pretest and posttest, teacher activity observation sheet, student activity observation sheet and student response questionnaire are used as the instruments. The result showed that the average of experimental group posttest learning result was 77,9 and control group posttest was 60,1. Based on the results of statistical tests implicatly obtained $= 4,859 > Z_{table} = 1,645$, then H_0 is rejected because the count is greater than Z_{table} and H_a accepted, it means there is a significant influence on the used of cooperative learning model of TGT used media kahoot on material care network local LAN to students' learning outcomes. This is reinforced by the test results gained 0,57 with medium category. On the sheet of teacher activity was 92,2% with very good category and student activity was 74,57% with good category. And then student response questionnaire was 74,57% with good category.

Keywords: TGT, Kahoot, Learning Result