

ABSTRAK

ZIDAN RAMADAN. 2023. PENGARUH MODEL PEMBELAJARAN TEAMS GAMES TOURNAMENT (TGT) TERHADAP MINAT BELAJAR PESERTA DIDIK (Kuasi Eksperimen pada Mata Pelajaran Sejarah Indonesia di Kelas XII MIPA 6 SMA Negeri 1 Ciamis Semester Genap Tahun Ajaran 2022/ 2023)

Jurusan Pendidikan Sejarah. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran Teams Games Tournament terhadap minat belajar peserta didik kelas XII MIPA 6 SMA Negeri 1 Ciamis semester genap tahun ajaran 2022/ 2023. Metode yang digunakan pada penelitian ini adalah kuasi eksperimen dengan desain non-equivalent control group. Data dikumpulkan menggunakan angket dan lembar observasi. Analisis data menggunakan SPSS versi 26 untuk melakukan uji normalitas, uji homogenitas, dan uji hipotesis. Hasil pengolahan dan analisis data yang didapatkan dari kuisioner yang disebarkan kepada kelas eksperimen dan kelas kontrol terdapat pengaruh dari model pembelajaran Teams Games Tournament terhadap minat belajar Peserta Didik kelas XII MIPA 6. Hasil tersebut didapatkan dari uji hipotesis menggunakan uji Independent Sample T Test menggunakan aplikasi SPSS versi 26 untuk windows. Hasil dari uji hipotesis didapatkan nilai Asymp.Sig (2-tailed) sebesar 0,00, sehingga dapat disimpulkan nilai Asymp.Sig $0,00 < 0,05$ (nilai probabilitas). Temuan dilapangan menunjukkan adanya peningkatan minat belajar peserta didik ditinjau dari indikator minat belajar peserta didik seperti perasaan senang, keterlibatan Peserta Didik, ketertarikan, serta perhatian peserta didik, sehingga dapat disimpulkan bahwa terdapat pengaruh model pembelajaran Teams Games Tournament terhadap minat belajar peseta didik kelas XII MIPA 6 SMA Negeri 1 Ciamis.

Kata Kunci: Model Pembelajaran, Teams Games Tournament (TGT), Minat Belajar

ABSTRACT

ZIDAN RAMADAN. 2023. The Influence of the Teams Games Tournament (TGT) Learning Model on Students' Interest in Learning at SMA Negeri 1 Ciamis Odd Semesters for the 2022/ 2023 Academic Year (Quasi Experiment for Class XII Mathematics and Natural Sciences 6 Indonesian History Subjects for the New Order Period).

Department of History Education. Faculty of Teacher Training and Education. Siliwangi University.

This study aims to determine the effect of the Teams Games Tournament learning model on the learning interest of class XII MIPA 6 SMA Negeri 1 Ciamis even semester 2022/2023 academic year. The method used in this study was a quasi-experimental design with a non-equivalent control group. Data was collected using questionnaires and observation sheets. Data analysis was performed using SPSS version 26 to perform normality tests, homogeneity tests, and hypothesis tests. The results of processing and analyzing the data obtained from the questionnaires distributed to the experimental class and the control class had an influence from the Teams Games Tournament learning model on the learning interest of class XII MIPA 6 students. These results were obtained from hypothesis testing using the Independent Sample T Test using the SPSS application version 26 for windows. The results of the hypothesis test obtained an Asymp.Sig (2-tailed) value of 0.00, so it can be concluded that the Asymp.Sig value is $0.00 < 0.05$ (probability value). The findings in the field show that there is an increase in students' learning interest in terms of indicators of students' learning interest such as feelings of pleasure, student involvement, interest, and student attention, so it can be concluded that there is an influence of the Teams Games Tournament learning model on students' learning interest in class XII MIPA 6 SMA Negeri 1 Ciamis.

Keywords: learning model, Teams Games Tournament (TGT), learning interest