

ABSTRACT

IMAN MAHARDIKA. 2024. **IMPLEMENTATION OF THE TEAMS GAMES TOURNAMENT TYPE COOPERATIVE LEARNING MODEL USING QUICK AND SMART WITH THE ASSISTANCE OF THE QUIZIZZ APPLICATION IN IMPROVING STUDENTS' CRITICAL THINKING. (QUASI-EXPERIMENTAL STUDY ON CLASS XI IPS STUDENTS OF SMAN 1 SINDANGKASIH FOR ECONOMICS SUBJECTS).** *Department of Economic Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya. Under the guidance of Astri Srigustini, S.PD., M.Pd. and Gugum Gumilar, S. Pd., M.Pd.*

This research is motivated by the problems that occur at SMAN 1 Sindangkasih, namely the low critical thinking skills of students. The purpose of this study was to determine the effect of the application of the teams games tournament type cooperative learning model with quick and smart assisted by the quizizz application in improving students' critical thinking skills in the economic subject of the concept of international trade. The method used is an experimental method with the type of quasi experiment, the research design uses a non-equivalent control group design, and the data collection technique is through a description test. The population in this study were all XI social studies classes at SMAN 1 Sindangkasih in the 2023/2024 school year totalling 143 students. The sample used was class XI IPS 4 which numbered 36 students as an experimental class and class XI IPS 3 as a control class with sampling using purposive sampling technique. Based on the results of the study, it shows that there is an effect of the team games tournament type cooperative learning model with quick and smart assisted by the quizizz application on students' critical thinking skills on international trade material, where H_a is accepted if the sig. (2-tailed) value ≤ 0.05 and based on research obtained a sig. (2-tailed) value of $0.000 < 0.05$. The average value of the experimental class is higher than the control class, thus it can be concluded in this study that the team games tournament type cooperative learning model with quick and smart assisted by the quizizz application can improve students' critical thinking skills.

Keywords: Critical Thinking, Teams Games Tournament, Quick and Smart with the Help of the Quizizz Application