

## **ABSTRACT**

**EDO FIRLIANTO. 2022. THE EFFECT OF THE COOPERATIVE LEARNING MODEL OF THE TEAM GAMES TOURNAMENT (TGT) TYPE ASSISTED BY WORD-LAYING GAME MEDIA ON STUDENT LEARNING INTERESTS IN HISTORY SUBJECTS CLASS XI IPS AT SMA NEGERI 3 CIAMIS.**  
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*This study aims to determine the use of the cooperative learning model type Team Games Tournament (TGT) assisted by word order media in learning history and its influence on learning interest. This study uses a quantitative method with a Quasi-Experimental research design with a pre-test-post-test with non-Equivalent Control-Group Design. The population of this study were students of class XI IPS SMA Negeri 3 Ciamis. The sampling technique uses purposive sampling on the grounds that there are problems of interest in learning so that a sample of class XI IPS 1 is obtained with a total of 26 students and class XI IPS 2 with a total of 23 students. Data collection techniques using 3 ways, namely observation, questionnaires, and documentation. The data tested in the prerequisite test are the normality test, homogeneity test, and hypothesis testing. The results of this study can be seen in the findings in the field which show an increase in students' interest in learning in terms of indicators of interest in learning such as feelings of pleasure, interest, involvement and attention of students. The effect of the Team Games Tournament (TGT) cooperative learning model on student learning interest can also be seen through the results of the independent sample T test using the SPSS version 26 application which shows an Asym.Sig value of 0.00 less than 0.005 ( $0.00 < 0.05$ ). So it can be concluded that there is an influence from the cooperative learning model of the TGT type assisted by word order media on the learning interest of class XI IPS 1 students at SMA Negeri 3 Ciamis.*

**Keywords:** *Cooperative Learning, Team games tournament, Interest in Learning*