

## ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya keaktifan belajar siswa dalam proses pembelajaran sejarah pada kelas X SMAN 1 Dayeuhluhur. Hal ini tercermin dari tidak tercapainya indikator keaktifan belajar yaitu keterlibatan siswa, interaksi belajar, dan proses pemecahan masalah. Penelitian yang dilakukan bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* dengan permainan *Clash of Champions* terhadap keaktifan belajar siswa pada mata pelajaran sejarah kelas X-3 SMAN 1 Dayeuhluhur tahun pelajaran 2024/2025. Metode penelitian yang digunakan adalah metode eksperimen dengan pendekatan kuantitatif. Desain penelitian yang dipakai adalah quasi eksperimen dengan rancangan nonequivalent control group design. Populasi penelitian yaitu lima kelas X SMAN 1 Dayeuhluhur, sedangkan sampel yang digunakan yaitu kelas X-3 sebagai kelas eksperimen sebanyak 36 siswa dan kelas X-7 sebagai kelas kontrol sebanyak 34 siswa. Instrumen penelitian yang digunakan angket. Teknik analisis data yang digunakan berupa uji normalitas, uji hipotesis dengan metode Mann-Whitney, dan N-gain. Hasil penelitian menunjukkan terdapat pengaruh model pembelajaran kooperatif tipe TGT dengan permainan *Clash of Champions* terhadap keaktifan belajar siswa. Pengaruh tersebut terlihat dari adanya peningkatan dari perolehan rata-rata skor pretest sebesar 58,42 dan posttest sebesar 69,47. Hasil uji hipotesis menunjukkan nilai Sig. (2-tailed)  $0,000 < 0,05$ , dengan demikian maka  $H_0$  ditolak dan  $H_a$  diterima. Artinya terdapat pengaruh dari penggunaan model pembelajaran kooperatif tipe *Teams Games Tournament (TGT)* dengan permainan *Clash of Champions* terhadap keaktifan belajar siswa pada mata pelajaran sejarah kelas X-3 SMAN 1 Dayeuhluhur tahun pelajaran 2024/2025. Hasil N-Gain mencapai 0,4042, berdasarkan kriteria interpretasi N-Gain tergolong dalam kategori peningkatan sedang.

**Kata Kunci:** *Teams Games Tournament, Clash of Champions, Keaktifan Belajar Siswa*

### **ABSTRACT**

This study was motivated by the low student learning activeness in the history learning process in class X SMAN 1 Dayeuhluhur. This is reflected in the non-achievement of learning activeness indicators, namely student involvement, learning interaction, and problem solving process. The research conducted aims to determine the effect of the Teams Games Tournament (TGT) type cooperative learning model with the Clash of Champions game on student learning activeness in the history subject of class X-3 SMAN 1 Dayeuhluhur in the 2024/2025 academic year. The research method used is experimental method with quantitative approach. The research design used was quasi experiment with nonequivalent control group design. The research population consisted of five tenth grade classes at SMAN 1 Dayeuhluhur, while the samples used were class X-3 as an experimental class of 36 students and class X-7 as a control class of 34 students. The research instrument used was a questionnaire. Data analysis techniques used were normality test, hypothesis testing with Mann-Whitney method, and N-gain. The results showed that there was an effect of the TGT type cooperative learning model with the Clash of Champions game on student learning activeness. The effect can be seen from the increase in the average pretest score of 58.42 and posttest score of 69.47. The hypothesis test results show a Sig. (2-tailed)  $0.000 < 0.05$ , thus  $H_0$  is rejected and  $H_a$  is accepted. This means that there is an effect of using the Teams Games Tournament (TGT) type cooperative learning model with the Clash of Champions game on student learning activeness in the history subject of class X-3 SMAN 1 Dayeuhluhur in the 2024/2025 academic year. The N-Gain results reached 0.4042, based on the N-Gain interpretation criteria classified as a moderate improvement category.

**Keywords:** Teams Games Tournament, Clash of Champions, Student Learning Activity