

ABSTRACT

Fadhila Nurlatifah, 2026. ***“The Effect of the Cooperative Learning Model Type Teams Games Tournament Assisted by Clash of Champions Media Through a Deep Learning Approach on Students’ Learning Outcomes (A Quasi-Experimental Study in Economics Subject of Class X at SMA Negeri 9 Tasikmalaya).”*** Department of Economic Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya. Supervised by Rendra Gumilar, S.Pd., M.Pd. and Sri Hardianti Sartika, S.Pd., M.Pd.

The problem in this study is the low student learning outcomes in Economics subjects as well as the low level of student engagement in classroom learning. This study aims to determine the effect of the Teams Games Tournament cooperative learning model assisted by Clash of Champions media through the Deep Learning approach on the learning outcomes of tenth-grade students at SMA Negeri 9 Tasikmalaya. The method used was quantitative with a quasi-experimental design using a pre-test and post-test non-equivalent control group design. The population of this study consisted of all tenth-grade students, with class X-6 as the experimental class and class X-3 as the control class, selected through nonprobability sampling using purposive sampling techniques. Data collection techniques were conducted through multiple-choice tests in the form of pre-tests and post-tests, which were then analyzed using IBM SPSS 25 software. Based on the results of the study, there was a significant difference in the improvement of learning outcomes between the class that implemented the Teams Games Tournament cooperative learning model assisted by Clash of Champions media through the Deep Learning approach and the class that used conventional learning. The difference was indicated by the average pre-test, post-test, and N-Gain scores of both classes. Thus, the implementation of the Teams Games Tournament cooperative learning model assisted by Clash of Champions media through the Deep Learning approach had an effect on students’ learning outcomes in Economics subjects on the topic of Payment Systems and Payment Instruments in class X at SMA Negeri 9 Tasikmalaya.

Keywords: *Learning Outcomes, Teams Games Tournament (TGT), Clash of Champions, Deep Learning.*