

ABSTRACT

Lani Devita Hijriani, 2026. *“The Implementation of the Teams Games Tournament (TGT) Cooperative Learning Model Assisted by Wayground Media on Students’ Learning Outcomes in Economics (Quasi-Experimental Study on Grade X Students of SMAN 8 Tasikmalaya in the 2025/2026 Academic Year)”*. Department of Economic Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya. Under the guidance of Dr. Ai Nur Solihat., M.Pd. and Gugum Gumilar., M.Pd.

The problem addressed in this study stems from the low learning outcomes of students. This study aimed to determine the effect of the Teams Games Tournament (TGT) cooperative learning model assisted by Wayground media on the learning outcomes of tenth-grade students at SMA Negeri 8 Tasikmalaya. The research employed a quantitative method with a quasi-experimental approach using a non-equivalent control group design. The population consisted of all tenth-grade students totaling 490 students. The samples were Class X-5 as the experimental class and Class X-6 as the control class, selected through a non-probability sampling technique. The results showed an improvement in students’ learning outcomes in the experimental class compared to the control class, as evidenced by the pre-test and post-test results and data analysis using SPSS. The findings indicate that the implementation of the Teams Games Tournament (TGT) cooperative learning model assisted by Wayground media had a positive effect on students’ learning outcomes in Economics, particularly on the topic of Financial Institutions in Indonesia, at SMA Negeri 8 Tasikmalaya.

Keywords: Teams Games Tournament (TGT), Wayground Media, Learning Outcomes.