

ABSTRACT

Tuti Susilawati. (2026). “*THE EFFECT OF THE TEAM GAMES TOURNAMENT (TGT) COOPERATIVE LEARNING MODEL ASSISTED BY BOARDGAME MEDIA ON STUDENT’S LEARNING OUTCOMES (A Quasi-Experimental Study in Economics Subject for Grade XI Students at SMAN 1 Manonjaya, Academic Year 2025/2026)*”. Department of Economic Education, Faculty of Teacher Training and Education, Universitas Siliwangi, Tasikmalaya. Supervised by Edi Fitriana Afriza, S.Pd., M.M. and Dr. Yoni Hermawan, Drs., M.Pd.

This study was motivated by the low learning outcomes of Grade XI students in Economics at SMAN 1 Manonjaya. This condition was attributed to the learning process, which was still dominated by conventional teaching methods, resulting in less-than-optimal student participation. This study aimed to determine the effect of implementing the Team Games Tournament (TGT) cooperative learning model assisted by Boardgame media on students' learning outcomes. This research employed a quantitative approach using a quasi-experimental method. The population consisted of all Grade XI students at SMAN 1 Manonjaya in the 2025/2026 academic year. The sample comprised Class XI F2 as the experimental group and Class XI G2 as the control group, selected using purposive sampling, with 30 students in each class. Data were collected through a learning achievement test consisting of 35 multiple-choice questions. The results showed a difference in the improvement of learning outcomes between the experimental class, which was taught using the Team Games Tournament (TGT) cooperative learning model assisted by Boardgame media, and the control class, which received conventional instruction. The average N-Gain score of the experimental class was 0.6779, while that of the control class was 0.4503. Furthermore, the Independent Samples t-Test yielded a significance value (2-tailed) of 0.000 (< 0.05). These findings indicate that the Team Games Tournament (TGT) cooperative learning model assisted by Boardgame media has a significant positive effect on improving students' learning outcomes in Economics.

Keywords: *Learning Outcomes, Team Games Tournament (TGT), Boardgame.*