

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE TEAMS
GAMES TOURNAMENTS (TGT) TERHADAP MOTIVASI BELAJAR
SISWA PADA MATA PELAJARAN AKUNTANSI**

**(Studi Eksperimen pada Siswa Kelas XII IPS SMA Kartika XIX-2 Bandung
dalam Kompetensi Dasar Mencatat Transaksi/Dokumen ke Jurnal Khusus
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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya motivasi belajar siswa di SMA Kartika XIX-2 Bandung. Dimana salah satu faktor yang dapat mempengaruhi motivasi belajar siswa yaitu dengan penerapan model pembelajaran kooperatif tipe *Teams Games Tournaments* (TGT).

Metode yang digunakan yaitu metode eksperimen dengan desain *Pre-experimental Designs (Nondesigns)* Tipe *Intact-Group-Comparison*. Objek dalam penelitian ini adalah adalah kelas XII IPS dengan jumlah 66 orang siswa, dimana kelas XII IPS 1 sebanyak 33 orang siswa dan kelas XII IPS 2 sebanyak 33 orang siswa. Data motivasi belajar siswa diperoleh melalui penyebaran angket.

Dari hasil penelitian diperoleh hasil uji hipotesis berdasarkan perhitungan *post-test* motivasi belajar siswa pada kelas eksperimen dan kelas kontrol dimana $t_{hitung} (2,707) > t_{tabel} (1,998)$ yang menunjukkan bahwa terdapat perbedaan motivasi belajar siswa antara kelas yang menggunakan model pembelajaran kooperatif tipe *Teams Games Tournaments* (kelas eksperimen) dengan kelas yang tidak menggunakan model pembelajaran kooperatif tipe *Teams Games Tournaments* (kelas kontrol).

Kata kunci: Model Pembelajaran Kooperatif, Motivasi Belajar

**THE EFFECT OF COOPERATIVE LEARNING MODEL TEAMS
GAMES TOURNAMENTS (TGT) TYPE TOWARDS STUDENTS'
LEARNING MOTIVATION IN ACCOUNTING LESSON**

**(Experimental Study on Class XII IPS SMA Kartika XIX- 2 Bandung in the
Basic Competence of Transaction Record / Document to Special Journals in
Academic Year 2013/2014)**

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ABSTRACT

This research is motivated by the lack of students' learning motivation in Kartika XIX-2 Bandung senior high school. One of the factors being studied in this research that can influence students' learning motivation is the application of cooperative learning model Teams Games Tournaments (TGT) type.

The method used was an experimental method with pre-experimental design (Nondesigns) Intact-Group-Comparison type. The object in this study was class XII IPS (social studies) by the number of 66 students where each class of XII IPS 1 and XII IPS 2 has 33 students. Data were obtained through the distribution of students' learning motivation questionnaire.

According to the research, the results of hypothesis testing were obtained based on the calculation of post-test on students' learning motivation in the experimental class and the control class where $t_{value} (2,707) > t_{table} (1,998)$ which indicates that there are differences in students' learning between class which use cooperative learning model Teams Games Tournaments (TGT) type (experimental class) with a class that does not use cooperative learning model Teams Games Tournaments (TGT) type (control class).

Keywords: Cooperative Learning Model, Learning Motivation