

**PENINGKATAN HASIL BELAJAR SISTEM REPRODUKSI MELALUI
MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES
TOURNAMENT* (TGT) BERBASIS MULTIMEDIA**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui peningkatan hasil belajar sistem reproduksi melalui model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) berbasis multimedia dan mengetahui respon siswa terhadap pembelajaran yang telah dilakukan. Metode yang digunakan dalam penelitian ini adalah *Quasy Experimental* dengan desain penelitian *Non-Randomized Pretest-Posttest Control Group Design*. Instrumen yang digunakan dalam penelitian ini adalah tes tulis berupa soal-soal dan angket. Sampel dalam penelitian ini adalah siswa SMA kelas XI IPA semester 2 yang terdiri dari dua kelas (kelas eksperimen dan kelas kontrol). Pengambilan sampel ini dilakukan dengan teknik *Purposive Sampling*. Berdasarkan hasil pengolahan data secara statistik dengan menggunakan uji *Mann-Whitney* terhadap data *posttest*, diperoleh nilai signifikansi sebesar 0,00 artinya model pembelajaran kooperatif tipe *Teams Games Tournament* berbasis multimedia dapat meningkatkan hasil belajar siswa dibandingkan dengan model pembelajaran diskusi kelompok. Sedangkan hasil pengolahan data secara deskriptif diperoleh kesimpulan bahwa pembelajaran melalui model pembelajaran kooperatif tipe *Teams Games Tournament* berbasis multimedia mendapat respon yang baik dari siswa.

Kata Kunci : Pembelajaran Kooperatif, *Teams Games Tournament*, Multimedia, Hasil Belajar Siswa, Sistem Reproduksi.

**REPRODUCTIVE SYSTEM IMPROVEMENT OF LEARNING
ACHIEVEMENT THROUGH COOPERATIVE LEARNING MODEL
TYPE *TEAMS GAMES TOURNAMENT* (TGT) BASED MULTIMEDIA**

ABSTRACT

The aimed of this research was to find out the improvement of learning achievement through cooperative learning model type Teams Games Tournament (TGT) based multimedia and knowing the students' responses to learn activities. The method being used in this reasearch is Quasy Experimental with Non-Randomized Pretest-Posttest Control Group Design research design. The instrument used in this study is in the form of a written test and a questionnaire questions. The samples of this research were the students XI IPA class second semester consists of two classes (experiment and controll classes). The sampling was done by Purposive Sampling technique. Based on the results of statistical data processing by using the Mann-Whitney test on posttest data, the significance value of 0.00 means that cooperative learning model Teams Games Tournament based multimedia can improve learning achievement as compared with the group discussion learning model. While the descriptive data processing results it is concluded that learning through cooperative learning model type Teams Games Tournament based multimedia received a good response from the students.

Keywords: Cooperative Learning, Teams Games Tournament, Multimedia, Achievement, The Reproductive System.