ABSTRAK

Gita Naswari Br Sembiring NIM: 7151142014. Pengaruh Model Pembelajaran *Team Games Tournament* (TGT) dan Kreativitas Belajar Terhadap Hasil Belajar Akuntansi Siswa Kelas XI SMK Swasta Tunas Karya Batang Kuis T.P 2019/2020.

Permasalahan dalam penelitian ini adalah rendahnya hasil belajar akuntansi siswa kelas XI di SMK Swasta Tunas Karya Batang Kuis. Penelitian ini bertujuan untuk mengetahui (1)perbedaan hasil belajar kelompok yang diajar dengan model pembelajaran *Team Games Tournament* (TGT), (2)untuk melihat perbedaan hasil belajar siswa yang mempunyai kreativitas tinggi dan rendah, dan (3) untuk melihat interaksi antara model pembelajaran dan kreativitas belajar siswa. Jenis penelitian ini yaitu penelitian eksperimen semu. Populasi dalam penelitian ini adalah seluruh siswa kelas XI Ak 2 dan Ak 3 di SMK Swasta Tunas Karya Batang Kuis T.P 2019/2020 yang berjumlah 57 siswa. Sampel dalam penelitian ini diambil dengan teknik *random sampling* yang berjumlah 50 siswa. Instrument yang digunakan dalam pengumpulan data adalah angket dan tes hasil belajar akuntansi. Test tersebut dilakukan sebelum dan sesudah perlakuan. Teknik analisis data secara kuantitatif melalui uji ANAVA dua jalur, yang sebelumnya dilakukan uji prasyarat analisis meliputi uji homogenitas dan uji normalitas.

Hasil penelitian menunjukkan bahwa: (1) hasil belajar akuntansi siswa yang diberi model pembelajaran *Team Games Tournament* (TGT) lebih tinggi dibandingkan dengan hasil belajar akuntansi siswa yang diberi metode konvensional, (2) hasil belajar akuntansi siswa yang kreativitas tinggi lebih tinggi dibandingkan dengan hasil belajar akuntansi siswa yang kreativitas rendah, dan (3) terdapat interaksi antara model pembelajaran dan kreativitas belajar siswa terhadap hasil belajar akuntansi.

Kunci: *Team Games Tournament (TGT), Konvensional, Kreativitas Tinggi, Kreativitas Rendah, Hasil Belajar.*

ABSTRACT

Puspita Sari NIM: 7152142010. The influence of the learning model of Team Games Tournament and Learning Creativity on Accounting Learning Outcomes of Class XI students of SMK Swasta Tunas Karya Batang Kuis T.P 2019/2020.

The problem in this research is the low learning outcomes of class XI accounting students at SMK Swata Tunas Karya Batang Kuis. This study aims to determine (1) differences in group learning results taught by the Team Games Tournament (TGT) learning model, (2) to see differences in the learning results of students who have high and low creativity, and (3) to see the interaction between learning models and student learning creativity. This type of research is quasi-experimental research. The population in this study were all students of Class XI Ak 2 and Ak 3 in SMK Swasta Tunas Karya Batang Kuis T.P 2019/2020, amounting to 57 students. The sample in this study was taken by random sampling technique, amounting to 50 students. The instruments used in data collection were questionnaires and accounting learning achievement tests. The test is done before and after treatment. Quantitative data analysis techniques through the two-way ANAVA test, which previously performed the analysis prerequisite tests include homogeneity tests and normality tests.

The results showed that: (1) the accounting learning results of students who were given the learning model Team Games Tournament (TGT) were higher than the results of accounting learning students who were given conventional methods, (2) the accounting learning results of students with high creativity were higher compared to the results learning accounting students with low creativity, and (3) there is an interaction between learning models and student learning creativity on accounting learning results.

Keywords: *Team Games Tournament, Conventional, High creativity, Low creativity, Learning result*