

ABSTRAK

Milka Ekklesia Simanjuntak, NIM 4183111065 (2022). Pengaruh Model Pembelajaran Kooperatif Tipe *Teams Games Tournament* (TGT) Untuk Mengatasi Kejenuhan Belajar Matematika Siswa.

Penelitian ini bertujuan untuk mengetahui : (1) tingkat kejenuhan belajar matematika siswa kelas XI IPA SMA Negeri 1 Tebing Tinggi; (2) pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) untuk mengatasi kejenuhan belajar matematika siswa. Jenis penelitian yang digunakan yaitu *Quasi-Experimental* dengan desain *Pretest-Posttest Control Group*. Populasi penelitian ini adalah seluruh siswa XI IPA SMA Negeri 1 Tebing Tinggi. Peneliti memilih kelas eksperimen dan kontrol dengan menggunakan *cluster random sampling*. Instrumen yang digunakan untuk mengumpulkan data kejenuhan belajar matematika siswa berupa angket. Teknik analisis data yang digunakan menggunakan *independent sample t-test*. Hasil penelitian menunjukkan bahwa (1) Nilai rata-rata kejenuhan belajar matematika siswa sebelum diberi perlakuan pada kelas eksperimen dan kontrol berturut-turut adalah 55,40 dan 53,41, dimana tingkat kejenuhan belajar matematika siswa sebelum diberi perlakuan pada kelas eksperimen dan kelas kontrol berada dikategori sedang. (2) Nilai rata-rata kejenuhan belajar matematika siswa setelah diberi perlakuan pada kelas eksperimen dan kontrol berturut-turut adalah 40,95 dan 49,73, dimana $t_{hitung} = -3,704 < -t_{tabel} = -1,667$ sehingga dapat disimpulkan bahwa terdapat pengaruh model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) untuk mengatasi kejenuhan belajar matematika siswa.

Kata Kunci : Kejenuhan belajar, matematika, model pembelajaran, kooperatif tipe *Teams Games Tournament* (TGT),



ABSTRACT

Milka Ekklesia Simanjuntak, NIM 4183111065 (2022). The Effect Of The Cooperative Learning Model Type Teams Games Tournament (TGT) to Overcome The Saturation Of Students' Mathematics Learning.

This study aimed to determine: (1) the level of saturation in learning mathematics in class XI IPA SMA Negeri 1 Tebing Tinggi; (2) the effect of the cooperative learning model type Teams Games Tournament (TGT) to overcome student's saturation in learning mathematics. The research design was Quasi-Experimental with a Pretest-Posttest Control Group design. The population of this study was all students in class XI IPA of SMA Negeri 1 Tebing Tinggi. Reasearcher chose the experiment and control class by using random cluster sampling technique The instrument used to collect data on students' mathematics learning saturation was in the form of a questionnaire. The data analysis technique used was an independent sample t-test. The results showed that (1) the average value of students' mathematics learning saturation before being treated in the experimental and control classes was 55.40 and 53.41, respectively, where the students' mathematics learning saturation level before being treated in the experimental class and control class was in the medium category. (2) The average of students' mathematics learning saturation after intervention in the experimental and control classes was 40.95 and 49.73, respectively, where $t_{count} = -3,704 < -t_{table} = -1,667$ then it can be concluded there is an effect of cooperative learning model type Teams Games Tournament (TGT) to overcome student's saturation in learning mathematics.

Keywords: learning saturation, mathematics, learning model, cooperative type Teams Games Tournament (TGT).

