

ABSTRAK

Sri Wulandari, NIM : 7202142003. Penerapan Kolaborasi Model Pembelajaran *Problem Based Learning* dan *Team Games Tournament* Untuk Meningkatkan Aktivitas dan Hasil Belajar Akuntansi Keuangan. Skripsi, Jurusan Akuntansi Program Studi Pendidikan Akuntansi, Fakultas Ekonomi Universitas Negeri Medan 2024.

Permasalahan yang dihadapi dalam penelitian ini adalah rendahnya aktivitas dan hasil belajar akuntansi keuangan. Penelitian ini bertujuan untuk meningkatkan aktivitas dan hasil belajar akuntansi keuangan siswa kelas XI AKL di SMK Swasta Brigjen Katamso II Medan dengan menerapkan kolaborasi model pembelajaran *Problem Based Learning* dan *Team Games Tournament*.

Penelitian ini dilaksanakan di SMK Swasta Brigjen Katamso II Medan pada Tahun Ajaran 2023/2024. Subjek pada penelitian ini meliputi 42 orang peserta didik dari kelas XI AKL. Yang menjadi objek penelitian ini adalah kolaborasi model pembelajaran *Problem Based Learning* dan *Team Games Tournament*. Penelitian ini berlangsung dalam dua siklus. Data dikumpulkan melalui observasi aktivitas belajar dan tes, kemudian dianalisis menggunakan teknik analisis data kuantitatif dan kualitatif.

Dari lembar observasi aktivitas peserta didik pada siklus I terdapat 30 orang peserta didik (71,43%) yang masuk ke dalam kategori sangat aktif dan aktif. Pada siklus II peserta didik yang termasuk kategori sangat aktif dan aktif meningkat menjadi 39 orang (92,86%) dan telah memenuhi ketuntasan klasikal yaitu $\geq 85\%$. Dari hasil analisis data, diperoleh nilai rata-rata tes hasil belajar yaitu 70 dengan 18 peserta didik (42,86%) yang mencapai ketuntasan pada *Pre-Test*. Pada *Post-Test* siklus I, nilai rata-rata meningkat menjadi 82,14 dengan jumlah peserta didik yaitu 29 orang (69,05%) yang mencapai ketuntasan. Pada *Post-Test* siklus II, nilai rata-rata semakin meningkat menjadi 92,62 dengan jumlah peserta didik yaitu 39 orang (92,86%) yang mencapai ketuntasan. Hasil ini telah memenuhi ketuntasan klasikal yang ditetapkan, yaitu $\geq 85\%$. Dari analisis tersebut, dapat disimpulkan bahwa Penerapan Kolaborasi Model Pembelajaran *Problem Based Learning* dan *Team Games Tournament* efektif dalam Meningkatkan Aktivitas dan Hasil Belajar Akuntansi Keuangan Peserta Didik Kelas XI AKL di SMK Swasta Brigjen Katamso II Medan.

Kata kunci : Aktivitas Belajar, Hasil Belajar, Kolaborasi *Problem Based Learning* dengan *Team Games Tournament*

ABSTRACT

Sri Wulandari, NIM: 7202142003. Collaborative Application of Problem Based Learning and Team Games Tournament Learning Models to Improve Financial Accounting Activities and Learning Outcomes. Thesis, Department of Accounting, Accounting Education Study Program, Faculty of Economics, State University of Medan 2024.

The problem faced in this study is the low activity and learning outcomes of financial accounting. This study aims to improve the activity and learning outcomes of financial accounting class XI AKL students at SMK Swasta Brigjen Katamso II Medan by applying a collaboration of Problem Based Learning and Team Games Tournament learning models.

This research was conducted at SMK Swasta Brigjen Katamso II Medan in the academic year 2023/2024. The subjects in this study included 42 students from class XI AKL. The object of this research is the collaboration of Problem Based Learning and Team Games Tournament learning models. This research took place in two cycles. Data were collected through observation of learning activities and tests, then analyzed using quantitative and qualitative data analysis techniques.

From the observation sheet of students' activities in cycle I, there were 30 students (71.43%) who fell into the very active and active categories. In cycle II, students who were in the very active and active categories increased to 39 people (92.86%) and had met the classical completeness of $\geq 85\%$. From the results of data analysis, the average value of the learning outcomes test was 70 with 18 students (42.86%) who reached completeness on the Pre-Test. In Post-Test cycle I, the average value increased to 82.14 with 29 students (69.05%) who reached mastery. In the Post-Test of cycle II, the average score further increased to 92.62 with 39 students (92.86%) who reached mastery. These results have met the classical completeness set, which is $\geq 85\%$. From this analysis, it can be concluded that the Collaborative Application of Problem Based Learning and Team Games Tournament Learning Models is effective in Improving the Activities and Learning Outcomes of Financial Accounting of Class XI AKL Students at SMK Swasta Brigjen Katamso II Medan.

Keywords: Learning Activity, Learning Outcomes, Collaboration of Problem Based Learning with Team Game Tournament