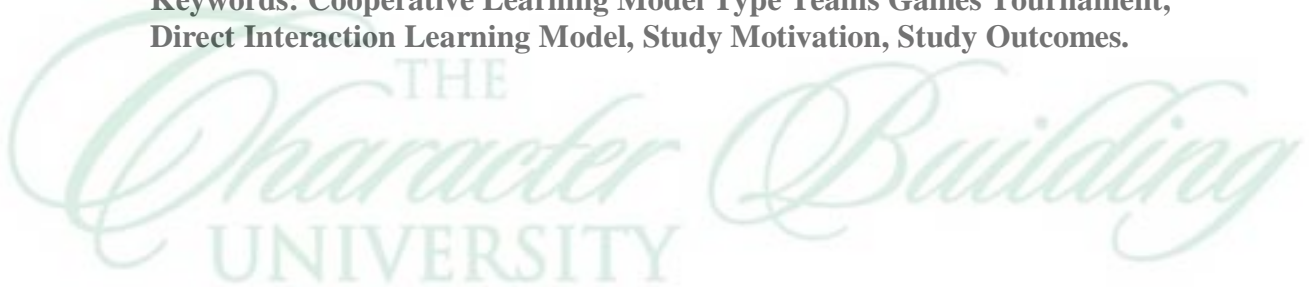


ABSTRACT

HUSNUL HOTIMAH.NIM. 8106176005. Effects of Application Cooperative Learning Teams Games Tournament (TGT) with Study Motivation of Student Toward Study Outcomes of Physic on Electrical Static Concept in Junior High School. Pasca-Bachelor, State University of Medan 2012.

The purposes of this research was: (1) to determine the effect of the application Cooperative Learning Model GI Type toward laboratory competence and DI learning model toward increasing Generic Competence of students on differentiation of the application from cooperative learning Team Games Tournament type (TGT) by using computer media and visual aid by application of Direct Interaction model toward increasing of study outcomes of student on electrical static topic, (2) to determine the differentiation study outcomes of student with high motivation and student with low motivation by using the two learning models, (3) to determine the interaction between cooperative learning TGT type by using computer as media and DI learning model by using visual aid in increasing study outcomes of students. This research was quasi experiment, by using two-group pretest and post-test. The population of the research was the entire students grade IX SMP Muhammadiyah 57 Medan Learning Year 2012/2013 amount of two class (62 students). The sample consist of two class they were class IX-A were counted as many 31 sample and class IX-B were counted as many 31 sample. IX-A class were taught by using TGT Cooperative Learning (experiment class) and IX-B class were taught by using Direct Interaction Learning (control class). The data was analized by using SPSS 17, we found: (1) the students outcomes who were taught using by cooperative learning Team Games Tournament would acquire higher outcomes than the students who were taught by using Direct Interraction model, (2) the students whom were taught by using Cooperative Learning TGT type with motivation will acquire higher study outcomes than the the students who were taught using by Direct Interraction model, (3) the were interaction between Cooperative Learning TGT type and Direct Interraction model in increasing study outcomes.

Keywords: Cooperative Learning Model Type Teams Games Tournament, Direct Interaction Learning Model, Study Motivation, Study Outcomes.



ABSTRAK

HUSNUL HOTIMAH. NIM. 8106176005. Efek Penerapan Model Pembelajaran Kooperatif Tipe Team Games Tournament (TGT) dengan Motivasi Belajar Siswa Terhadap Hasil Belajar Fisika Pada Konsep Listrik Statis Di Sekolah Menengah Pertama (SMP). Program Pasca Sarjana, Universitas Negeri Medan 2012.

Tujuan dari penelitian ini adalah untuk : (1) Untuk mengetahui perbedaan penerapan model pembelajaran kooperatif tipe Team Games Tournament (TGT) menggunakan media computer dan media peraga dengan penerapan model Direct Interaction terhadap peningkatan hasil belajar siswa pada materi listrik statis, (2) Untuk mengetahui perbedaan hasil belajar siswa yang memiliki motivasi tinggi dan motivasi rendah pada kedua model pembelajaran tersebut, (3) Untuk mengetahui adanya interaksi antara pembelajaran Kooperatif tipe TGT menggunakan media Komputer dan model pembelajaran DI dengan media Peraga terhadap motivasi dalam meningkatkan hasil belajar siswa. Penelitian ini merupakan quasi eksperimen, dengan desain two-group pre-tes dan post-test. Populasi penelitian ini adalah seluruh siswa kelas IX SMP Muhammadiyah 57 Medan T.A. 2012/2013 sebanyak 2 kelas (62 Orang). Sampel penelitian terdiri dari 2 kelas yaitu kelas IX-A sebanyak 31 orang dan kelas IX-B sebanyak 31 Orang. Dimana kelas IX-A diajar dengan model pembelajaran kooperatif tipe TGT (kelas Eksperimen) dan kelas IX-B diajar dengan model pembelajaran Direct Interaction (kelas control). Data dianalisis menggunakan SPSS 17 sehingga diperoleh terdapat pengaruh model pembelajaran terhadap hasil belajar siswa. Hasil uji Anova untuk motivasi belajar terhadap hasil belajar diperoleh kesimpulan bahwa siswa yang dibelajarkan dengan dengan model pembelajaran kooperatif tipe TGT dengan motivasi tinggi akan memperoleh hasil belajar yang tinggi. Hasil pengujian menggunakan ANOVA 2x2 dapat disimpulkan ada interaksi antara pembelajaran kooperatif tipe TGT menggunakan media computer dan peraga dengan motivasi belajar dalam peningkatan hasil belajar. Dari hasil perhitungan bahwa persen peningkatan hasil belajar untuk kelas eksperimen dan kelas control menunjukkan bahwa adanya perbedaan yang signifikan peningkatan hasil belajar fisika yang diajar menggunakan model pembelajaran kooperatif tipe TGT dengan model DI terhadap hasil belajar.

Kata Kunci : Model Pembelajaran Kooperatif Tipe Teams Games Tournament, Model Pembelajaran Direct Interaction, Motivasi Belajar, Hasil Belajar.

