



UNIVERSITAS NEGERI MEDAN

**THE DEVELOPMENT OF LEARNING MEDIA ORIENTED
TO TEAM GAMES TOURNAMENT LEARNING MODEL
USING CANVA AND KAHOOT! TO IMPROVE STUDENT'S
PROBLEM SOLVING ABILITY IN SMAN 10 MEDAN**

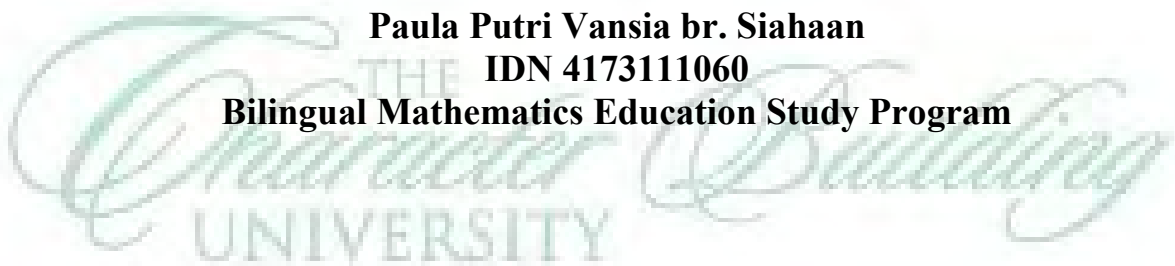
THESIS

**Submitted to Fulfil the Requirement for Degree of
Sarjana Pendidikan**

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Bilingual Mathematics Education Study Program



**DEPARTMENT OF MATHEMATICS
FACULTY OF MATHEMATICS AND NATURAL SCIENCES
MEDAN
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