

ABSTRAK

Latar belakang penelitian berikut sebab rendahnya hasil belajar ekonomi siswa dikelas X IPS SMA N 1 Tukka Kab. Tapanuli Tengah. Sehingga Tujuan penelitian untuk mengembangkan model pembelajaran yang inovatif dengan jenis penelitian pengembangan ADDIE untuk mendapatkan produk model pembelajaran TCODE (*Teams Game Tournament* berbasis *Qr-Code*) dan peran literasi digital guna peningkatan hasil belajar ekonomi siswa. Dari hasil validasi ahli model pembelajaran diperoleh persentase penilaian sebesar 92,5%, validasi ahli media 87,5%, dan validasi ahli materi 90%. Sehingga disimpulkan bahwa model yang dikembangkan layak digunakan. Dari perhitungan uji t-tes menggunakan SPSS diketahui bahwa nilai sig (2 tailed) $0,004 < 0,05$, maka terdapat perbedaan signifikan diantara hasil belajar kelas A dan B, dimana pada siswa dikelas eksperimen (IPS-A) lebih tinggi 10% dengan rata-rata nilai 82,94 dan mencapai nilai KKM yakni 75, dibanding kelas kontrol (IPS-B) memakai metode pembelajaran konvensional memiliki nilai 73,82 serta belum mencapai nilai KKM. Maka, disimpulkan bahwa model pembelajaran TCODE efektif digunakan. Berikutnya hasil perhitungan Anova 2 jalur dengan menggunakan SPSS diketahui nilai sig $0,00 < 0,05$, kesimpulannya jika ada interaksi antara model pembelajaran dengan literasi digital untuk meningkatkan hasil belajar ekonomi.

Kata Kunci: TCODE, Literasi Digital, Hasil Belajar Ekonomi

ABSTRACT

The research is based on the low economic learning outcomes of students in class X IPS SMA N 1 Tukka Kab. Central Tapanuli. The purpose of this research is to develop an innovative learning model using the type of ADDIE development research that produces the TCODE learning model product (Qr-Code-based Teams Game Tournament) with the role of digital literacy to improve student economic learning outcomes. Based on the research result expert validation of the learning model the percentage of assessment is 92.5%, validation of media experts is 87.5%, and validation of material experts is 90%. So it can be concluded that the developed model is receivable to use. From the calculation of the t-test using SPSS, it is known that the value of sig (2 tailed) is $0.004 < 0.05$, thus there is a significant difference between learning outcomes in class A and class B. Where is the economics learning outcome of students who are taught the TCODE learning model in class The experimental class (IPS-A) was 10% higher with an average score of 82.94 and achieved a predetermined KKM value of 75, compared to the control class (IPS-B) which was taught using conventional learning methods with an average score of 73.82 and have not reached the KKM score. So it can be concluded that the TCODE learning model is effectively used. Next, the results of the 2-way Anova calculation using SPSS obtained a sig value of $0.00 < 0.05$, so it can be concluded that there is an interaction between learning models and digital literacy to improve economic learning outcomes.

Keywords: TCODE, Digital Literacy, Economic Learning Outcomes