

ABSTRAK

Ainun Fadilah, NIM. 5191111002, Penerapan Model Pembelajaran Kooperatif Tipe *Team Games Tournament* Dengan Media *Wondershare Quiz Creator* Terhadap Hasil Belajar Dasar-Dasar DPIB Siswa Kelas X DPIB SMK Negeri 2 Medan.

Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang bertujuan untuk meningkatkan hasil belajar Dasar-Dasar Desain Pemodelan dan Informasi Bangunan pada Elemen 4 yaitu Teknik Dasar Pada Pekerjaan Desain Pemodelan dan Informasi Bangunan kelas X DPIB dengan menggunakan model pembelajaran kooperatif tipe *Team Games Tournament* (TGT) dengan bantuan media *Wondershare Quiz Creator*. Uji coba instrumen penelitian terdiri dari 30 soal pada setiap siklusnya. Indikator keberhasilan adalah hasil belajar siswa 100% mampu memperoleh nilai ≥ 75 . Pada ujicoba tes hasil belajar siklus I diperoleh 20 soal valid dari 30 soal, dari data yang valid diuji tingkat kesukaran didapat 17 soal “sedang” 13 soal “mudah”, dari uji daya beda 11 soal “jelek”, 17 soal “cukup” dan 2 soal “baik”, dari reliabilitas diperoleh 0,760 tergolong “tinggi”. Sedangkan pada siklus II, diperoleh 21 soal valid dari 30 soal, uji tingkat kesukaran diperoleh 26 soal “sedang”. 4 soal “mudah”, dari uji daya beda terdapat 6 soal “jelek”, 17 soal “cukup” dan 7 soal “baik”, reliabilitas diperoleh 0,806 tergolong “sangat tinggi”. Hasil penelitian menunjukkan hasil belajar siswa mengalami peningkatan dilihat pada siklus I diperoleh rata-rata 79,38 dengan tingkat kelulusan 87% sedangkan pada siklus II diperoleh rata-rata 90,18 dengan persentase kelulusan 100%, demikian hasil belajar kognitif siswa pada siklus I dan siklus II mengalami peningkatan sebesar 13%. Pada Uji-t yang telah dilakukan pada hasil belajar siswa pada siklus I dan siklus II diperoleh $T_{hitung} > T_{tabel}$ ($8,4 > 1,66980$) pada taraf signifikan $\alpha = 0,05$, maka dapat disimpulkan bahwa hipotesis yang diajukan dapat diterima. Berdasarkan hasil penelitian tersebut disimpulkan dengan menerapkan model pembelajaran kooperatif tipe *team games tournament* dengan media *wondershare quiz creator* dapat meningkatkan hasil belajar dasar-dasar DPIB siswa kelas X DPIB SMK Negeri 2 Medan.

Kata Kunci: Model pembelajaran *Team Games Tournament* (TGT), Media *Wondershare Quiz Creator*, Hasil Belajar, Dasar-Dasar DPIB.

ABSTRACT

Ainun Fadilah, NIM 5191111002, Application of the Team Games Tournament Type Cooperative Learning Model Using Wondershare Quiz Creator Media on the Learning Outcomes of DPIB Basics for Class X DPIB Students at SMK Negeri 2 Medan.

This research is Classroom Action Research (PTK) which aims to improve the learning outcomes of Basics of Modeling Design and Building Information in Element 4, namely Basic Techniques in Modeling and Building Information Design Work for class X DPIB using a cooperative learning model of the Team Games Tournament (TGT) type.) with the help of Wondershare Quiz Creator media. The research instrument trial consisted of 30 questions in each cycle. The indicator of success is that student learning outcomes are 100% capable of obtaining a score of ≥ 75 . In the first cycle learning outcomes test, 20 valid questions were obtained from 30 questions, from the valid data tested for the level of difficulty, 17 questions were "medium", 13 questions were "easy", from the power test 11 questions were "bad", 17 questions were "fair" and 2 questions are "good", from the reliability obtained 0.760 is classified as "high". Meanwhile, in cycle II, 21 valid questions were obtained from 30 questions, the difficulty level test was obtained from 26 "medium" questions. 4 "easy" questions, from the differential power test there were 6 "bad" questions, 17 "fair" questions and 7 "good" questions, the reliability obtained was 0.806, classified as "very high". The results of the research show that student learning outcomes have increased as seen in cycle I, which was obtained on average 79.38 with a pass rate of 87%, while in cycle II obtained an average of 90.18 with a pass percentage of 100%, this is the result of students' cognitive learning in cycles I and cycle II experienced an increase of 13%. In the t-test that was carried out on student learning outcomes in cycle I and cycle II, it was obtained that $T_{count} > T_{tabel}$ ($8.4 > 1.66980$) at a significant level of $\alpha = 0.05$, it can be concluded that the hypothesis proposed is acceptable. Based on the results of this research, it was concluded that applying the team games tournament type cooperative learning model with Wondershare quiz creator media could improve the learning outcomes of DPIB basics for class X DPIB students at SMK Negeri 2 Medan.

Keywords: Team Games Tournament (TGT) learning model, Wondershare Quiz Creator Media, Learning Outcomes, DPIB Basics.