ABSTRAK

FEBRI YANTI SIMAMORA. Pengaruh Layanan Penguasaan Konten Model *Team Game Tournament* Untuk Mengurangi Kejenuhan Belajar Siswa Kelas XI SMAN 8 Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2023.

Tujuan dari penelitian ini untuk mengetahui pengaruh pengaruh layanan penguasaan konten model *Team Game Tournament* untuk mengurangi kejenuhan belajar siswa kelas XI SMAN 8 Medan. Jenis penelitian ini adalah penelitian kuantitatif dengan pendekatan *quasi experiment* dengan desain penelitian *one group pre test-post test design*. Subjek dalam penelitian ini adalah 30 orang siswa kelas XI- IPS-2 SMAN 8 Medan yang memiliki skor kejenuhan belajar yang tinggi. Instrumen yang digunakan adalah angket kejenuhan belajar. Teknik analisis data menggunakan uji jenjang bertanda *wilcoxon*. Hasil penelitian menunjukkan bahwa ada pengaruh signifikan SMAN 8 Medan. Data *pre-test* kejenuhan belajar diperoleh skor rata-rata sebesar 91,1 sedangkan rata-rata *post-test* sebesar 64. Hal ini menunjukkan terdapat penurunan kejenuhan belajar siswa dengan rata-rata *post-test* lebih kecil dari rata-rata *pre- test* (64<91,1) dengan persentase penurunan sebesar 27,64%. Hal ini teruji dengan menggunakan uji *wilcoxon* yang diperoleh $J_{hitung} > J_{tabel}$ dimana 155 > 137. Maka hipotesis penelitian yang menyatakan bahwa "SMAN 8 Medan" dapat diterima.

Kata Kunci : Layanan Penguasaan Konten, media *Team Game Tournament*, Kejenuhan Belajar Siswa

ABSTRACT

FEBRI YANTI SIMAMORA. The Effect of Content Mastery Services On The Team Game Tournament Model to Reduce Learning Burnout For Class XI IPS student at SMA Negeri 8 Medan. Skripsi. Medan: Faculty of Education Universitas Negeri Medan 2023.

The purpose of this study is to determine *The Effect of content mastery services on the team game tournament model to reduce learning burnout for class XI ips student at SMA Negeri 8 Medan.*. This is quantitative research using a quasi-experimental approach with a one group pre test-post test design. The subjects in this study were 30 students of class XI IPS at SMAN 8 Medan who had a high score of learning burnout. An learning burnout questionnaire was used as the research instrument. The Wilcoxon marked level test was used as the data analysis technique. The result showed that there was a significant *The Effect of content mastery services on the team game tournament model to reduce learning burnout for class XI ips student at SMA Negeri 8 Medan*. the pre-test data for learning burnout an average score of 91,1 and The post-test average was 64. This shows that there is a decrease in student's learning burnout behavior with the post-test average being smaller than the pre-test average (64,< 91,1) with a decrease of 27,64%. This was tested using the Wilcoxon test obtained from the calculation with the results $J_{count} > J_{table} = (155 > 137)$. Hence, the research hypothesis states that "*The Effect of content mastery services on the team game tournament model to reduce learning burnout for class XI ips student at SMA Negeri 8 Medan.*" can be accepted.

Keywords : Content Mastery Services, Team Game Tournament Models, Student Learning Burnout.