

ABSTRAK

Theo Octa Permana Purba. NIM 5183311008. *Pengaruh Model Pembelajaran Kooperatif Tipe Teams Games Tournament Terhadap Hasil Belajar Dasar-Dasar Konstruksi & Statika Siswa Kelas X Program Keahlian Desain Permodelan Dan Informasi Bangunan SMK Negeri 2 Medan*. Skripsi. Fakultas Teknik – Universitas Negeri Medan. 2025

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* Terhadap Hasil Belajar Pada Mata Pelajaran Dasar-Dasar Konstruksi & Statika Siswa Kelas X Program Keahlian Desain Permodelan Dan Informasi Bangunan SMK Negeri 2 Medan. Berdasarkan nilai ulangan harian Dasar-Dasar Konstruksi & Statika siswa kelas X DPIB SMK Negeri 2 Medan masih banyak siswanya yang nilainya tidak mencapai KKM, sehingga peneliti melakukan penelitian ini. Penelitian ini dilakukan pada semester ganjil tahun ajaran 2024/2025. Metode penelitian yang digunakan pada penelitian ini yaitu metode *quasy eksperimen* yang membandingkan hasil belajar siswa yang diajarkan dengan menggunakan model *Direct Instruction* dengan model *Teams Games Tournament (TGT)*. Teknik pengumpulan data yang digunakan dalam penelitian ini yaitu menggunakan tes hasil belajar dalam bentuk soal pilihan ganda sebanyak 30 butir soal yang sudah diuji validitas tes tersebut dan dinyatakan valid. Hasil dari uji coba ini mendapatkan reliabilitas sebesar 0.911 yang artinya tergolong sangat tinggi. Hasil penelitian ini menunjukkan bahwa hasil belajar yang diajarkan dengan model pembelajaran *Teams Games Tournament (TGT)* lebih unggul daripada hasil belajar siswa yang diajar dengan model pembelajaran *Direct Instruction*. Hal ini dapat dilihat dari data hasil penelitian. dari data penelitian rata-rata hasil belajar yang rata-rata hasil belajar yang diajar dengan model pembelajaran *Teams Games Tournament (TGT)* sebesar 79 sedangkan rata-rata hasil belajar siswa yang diajar dengan model *Direct Instruction* sebesar 76. Hasil penelitian menunjukkan bahwa model pembelajaran kooperatif memberi pengaruh yang berbeda secara signifikan terhadap hasil belajar siswa dengan $F_{hitung} = 4,037 > F_{tabel} = 3,133$ pada taraf signifikan $\alpha = 0,05$.

Kata kunci : Model Pembelajaran, Kooperatif Tipe Teams Games Tournament, Dasar-Dasar Konstruksi & Statika.



ABSTRACT

Theo Octa Permana Purba. NIM 5183311008. *The Influence of the Cooperative Learning Model of the Teams Games Tournament Type on the Learning Outcomes of the Basics of Construction & Statics of Grade X Students of the Building Modeling and Information Design Expertise Program of State Vocational High School 2 Medan. Thesis. Faculty of Engineering - State University of Medan. 2025*

This study aims to determine the effect of the Teams Games Tournament learning model on learning outcomes in the Basic Construction & Statics Subject of Class X Students of the Building Information and Modeling Design Expertise Program at SMK Negeri 2 Medan. Based on the daily test scores for Basic Construction & Statics of class X DPIB students at SMK Negeri 2 Medan, there are still many students whose scores do not reach the KKM, so the researcher conducted this study. This research was conducted in the odd semester of the 2024/2025 academic year. The research method used in this study is the quasi-experimental method which compares the learning outcomes of students taught using the Direct Instruction model with the Teams Games Tournament (TGT) model. The data collection technique used in this study was to use a learning outcome test in the form of 30 multiple-choice questions that had been tested for validity and declared valid. The results of this trial obtained a reliability of 0.911, which means it is classified as very high. The results of this study indicate that the learning outcomes taught using the Teams Games Tournament (TGT) learning model are superior to the learning outcomes of students taught using the Direct Instruction learning model. This can be seen from the research data. from the research data the average learning outcomes of the average learning outcomes taught with the Teams Games Tournament (TGT) learning model are 79 while the average learning outcomes of students taught with the Direct Instruction model are 76. The results of the study indicate that the cooperative learning model has a significantly different effect on student learning outcomes with $F_{count} = 4.037 > F_{table} = 3.133$ at a significant level of $\alpha = 0.05$.

Keywords: Learning Model, Cooperative Teams Games Tournament, Fundamentals of Construction & Statics.

