

PENGARUH MODEL *TEAM GAME TOURNAMENT* BERBANTUAN MEDIA *QUIZZIZ* TERHADAP HASIL BELAJAR FISIKA SISWA DI SMA

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ABSTRAK

Tujuan penelitian ini untuk mendeskripsikan perbedaan hasil belajar antara siswa yang belajar menggunakan Model TGT Berbantuan Media *Quizziz* dengan model pembelajaran konvensional. Jenis penelitian yang dilakukan adalah penelitian eksperimen semu dengan desain "*The Nonequivalent Pretest-Posttest Control Group Design*". Populasi dari penelitian ini adalah siswa Kelas XI di SMA Negeri 3 Singaraja tahun ajaran 2023/2024 dengan total 138 siswa. Berdasar pada jumlah populasi, maka sampel ditetapkan sebanyak 69 siswa dengan teknik *simple random sampling*. Data hasil belajar diukur menggunakan tes pilihan ganda dengan reliabilitas sebesar 0,87 dan konsistensi internal butir tes berkisar 0,38-0,81. Data dianalisis dengan analisis deskriptif, analisis kovarian (ANAKOVA), dan uji lanjut LSD dengan taraf signifikansi 5%. Hasil penelitian menunjukkan bahwa: (1) Kelompok eksperimen dengan perlakuan model TGT berbantuan media *Quizziz* memperoleh nilai rata-rata *posttest* sebesar 80,00 ($SD = 15,29$), sedangkan kelompok kontrol dengan perlakuan model konvensional memperoleh nilai rata-rata sebesar 71,03 ($SD = 14,91$). Hasil uji analisis kovarian (ANAKOVA) satu jalur menunjukkan bahwa terdapat perbedaan hasil belajar antara siswa yang belajar dengan model TGT berbantuan media *Quizziz* dengan siswa yang belajar menggunakan model konvensional dengan nilai F_{hitung} sebesar 170,243. (2) Hasil uji lanjut LSD diperoleh bahwa $\Delta\mu = 6,998$ lebih besar dari nilai LSD hitung yang besarnya 3,834 sehingga model TGT berbantuan media *Quizziz* berpengaruh signifikan terhadap hasil belajar siswa dibandingkan dengan model konvensional. Simpulan dari penelitian ini yakni terdapat perbedaan signifikan hasil belajar antara siswa yang belajar menggunakan model TGT berbantuan media *Quizziz* dengan siswa yang belajar menggunakan model konvensional.

Kata kunci: *Team Games Tournament*, *Quizziz*, Hasil Belajar.

ABSTRACT

The purpose of this research was to describe the differences in learning outcomes between students who learn using the TGT Model Assisted by Quizziz Media with conventional learning models. The type of research conducted was a pseudo-experimental study with the design “The Nonequivalent Pretest-Posttest Control Group Design”. The population of this study was Class XI students at SMA Negeri 3 Singaraja in the 2023/2024 school year with a total of 138 students. Based on the population, the sample was determined as 69 students using simple random sampling technique. Learning outcome data was measured using a multiple choice test with a reliability of 0.87 and internal consistency of test items ranging from 0.38-0.81. Data were analyzed by descriptive analysis, analysis of covariance (ANOVA), and LSD further test with 5% significance level. The results showed that: (1) The experimental group with TGT model treatment assisted by Quizziz media obtained an average posttest score of 80.00 (SD = 15.29), while the control group with conventional model treatment obtained an average score of 71.03 (SD = 14.91). The results of the one-way analysis of covariance (ANAKOVA) test show that there are differences in learning outcomes between students who learn with the TGT model assisted by Quizziz media and students who learn using conventional models with an Fcount value of 170.243. (2) The results of the LSD further test obtained that $\Delta\mu = 6.998$ is greater than the calculated LSD value of 3.834 so that the TGT model assisted by Quizziz media has a significant effect on student learning outcomes compared to the conventional model. The conclusion of this study is that there is a significant difference in learning outcomes between students who learn using the TGT model assisted by Quizziz media and students who learn using conventional models.

Keywords: Team Games Tournament, Quizziz, Learning Outcomes.

