

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *TEAM  
GAME TOURNAMENT* (TGT) TERHADAP HASIL BELAJAR  
PEKERJAAN DASAR OTOMOTIF SISWA KELAS X TKRO SMK  
NEGERI 1 DENPASAR**

**Oleh**

**I Komang Adi Suandika, NIM. 1615071006**

**Program Studi Pendidikan Teknik Mesin**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui (1) perbedaan keaktifan belajar pekerjaan dasar otomotif antara kelompok siswa yang mengikuti model pembelajaran kooperatif tipe *Team Game Tournament* (TGT) dengan kelompok siswa yang mengikuti model pembelajaran konvensional (2) perbedaan hasil belajar pekerjaan dasar otomotif antara kelompok siswa yang mengikuti model pembelajaran kooperatif tipe *Team Game Tournament* (TGT) dengan kelompok siswa yang mengikuti model pembelajaran konvensional (3) perbedaan keaktifan dan hasil belajar pekerjaan dasar otomotif secara simultan antara kelompok siswa yang mengikuti model pembelajaran kooperatif tipe *Team Game Tournament* (TGT) dengan kelompok siswa yang mengikuti model pembelajaran konvensional. Penelitian ini menggunakan rancangan penelitian deskriptif kuantitatif pada mata pelajaran pekerjaan dasar otomotif, siswa kelas X TKRO di SMK Negeri 1 Denpasar. Objek penelitian ini adalah pelaksanaan, keaktifan dan hasil belajar siswa terhadap model pembelajaran kooperatif tipe *Team Game Tournament* (TGT). Data dikumpulkan dengan metode observasi, dokumentasi, angket dan tes. Sampel penelitian ini menggunakan teknik *random sampling*. Data yang diperoleh dianalisis secara statistik dengan MANOVA. Adapun hasil dari penelitian ini adalah (1) rata-rata keaktifan belajar siswa pada kelas eksperimen (82,25), pada kelompok kontrol (73,28) (2) rata-rata hasil belajar siswa pada kelas eksperimen (76,81), pada kelompok kontrol (63,47).

**Kata Kunci :** Model Pembelajaran Kooperatif Tipe *Team Game Tournament* (TGT), Keaktifan belajar, Hasil belajar, Pekerjaan Dasar Otomotif

**THE EFFECT OF COOPERATIVE LEARNING MODEL TEAM GAME  
TOURNAMENT (TGT) TYPE ON LEARNING RESULTS OF  
AUTOMOTIVE BASIC STUDENTS OF CLASS X TKRO SMK NEGERI 1  
DENPASAR**

**By**

**I Komang Adi Suandika, NIM. 1615071006**

**Mechanical Engineering Education Study Program**

**ABSTRACT**

This study aims to determine (1) the differences in the activity of learning automotive basic work between group students who take the Team Game Tournament (TGT) cooperative learning model and group students who take conventional learning models (2) the differences in learning outcomes of automotive basic work between group students who take the learning model Team Game Tournament (TGT) cooperative type with group students who follow the conventional learning model (3) the difference in the activity and learning outcomes of automotive basic work simultaneously between group students who take the Team Game Tournament (TGT) cooperative learning model and group students who follow the conventional learning model. This study uses a quantitative descriptive research design on automotive basic work subjects, class X TKRO students at SMK Negeri 1 Denpasar. The object of this research is the implementation, activeness and learning outcomes of students towards the type of Team Game Tournament (TGT) cooperative learning model. Data were collected by observation, documentation, questionnaire and test methods. The sample of this study used a random sampling technique. The data obtained were analyzed statistically with MANOVA. The results of this study are (1) the average learning activeness of students in the experimental class (82.25), in the control group (73.28) (2) the average student learning outcomes in the experimental class (76.81), in the control group (63.47).

**Keywords:** Cooperative Learning Model Type Game Game Tournament (TGT), Learning activeness, Learning outcomes, Basic Automotive Work