

LEMBAR PENGESAHAN SKRIPSI

Skrripsi yang berjudul : "**Meningkatkan Motivasi dan Hasil Belajar Matematika Siswa Menggunakan Model Pembelajaran Kooperatif *Teams Games Tournament* (TGT) pada Materi Persamaan Kuadrat di Kelas IX MTs Al-Mabrur Bone Raya**"

Oleh

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Hari/Tanggal : Selasa, 10 Juni 2025
Waktu : 14.30 – 16.00 WITA
Tempat : Ruang Sidang Matematika/Via Zoom

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ABSTRAK

Miftahul Janna, NIM. 411420042. Meningkatkan Motivasi dan Hasil Belajar Matematika Siswa Menggunakan Model Pembelajaran Kooperatif *Teams Games Tournament* (TGT) Pada Materi Persamaan Kuadrat di Kelas IX MTs Al-Mabrur Bone Raya. Skripsi Program Studi Pendidikan Matematika. Jurusan Matematika. Fakultas Matematika Dan Ilmu Pengetahuan Alam. Universitas Negeri Gorontalo. 2025.

Dibimbing oleh : (1) Dr. Majid, M.Pd (2) Bertu Rianto Takaendengan, S.Pd., M.Pd.

Penelitian ini merupakan penelitian tindakan kelas yang bertujuan untuk meningkatkan motivasi dan hasil belajar matematika siswa melalui penerapan model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) pada materi persamaan kuadrat. Subjek penelitian adalah 16 siswa kelas IX MTs Al-Mabrur Bone Raya. Penelitian dilaksanakan dalam dua siklus yang terdiri atas tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Teknik pengumpulan data meliputi observasi, angket, dan tes hasil belajar. Data dianalisis secara deskriptif kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa penerapan model TGT dapat meningkatkan motivasi dan hasil belajar matematika siswa. pada siklus I, rata-rata motivasi belajar siswa sebesar 75%, hasil belajar ranah kognitif 62,5%, ranah afektif 76%, dan psikomotorik 66%. Setelah perbaikan pada siklus II, motivasi belajar meningkat menjadi 93,75%, hasil belajar ranah kognitif mencapai 81,25%, ranah afektif dan psikomotorik masing-masing meningkat menjadi 88%. Keterlibatan siswa dalam diskusi, keberanian bertanya, dan ketelitian dalam menyelesaikan soal juga menunjukkan peningkatan.

Dengan demikian, model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) efektif untuk meningkatkan motivasi dan hasil belajar siswa dalam pembelajaran matematika, serta mendorong perkembangan keterampilan dan sikap positif siswa selama proses pembelajaran.

Kata Kunci: *Teams Games Tournament*, Motivasi Belajar, Hasil Belajar, Matematika, Persamaan Kuadrat.

ABSTRACT

Miftahul Janna, Student ID Number: 411420042. Improving Students' Motivation and Learning Outcomes in Mathematics through the Cooperative Learning Model Teams Games Tournament (TGT) on Quadratic Equation Material in Grade IX at MTs Al-Mabrur Bone Raya. Undergraduate Thesis, Study Program of Mathematics Education, Department of Mathematics, Faculty of Mathematics and Natural Sciences, Universitas Negeri Gorontalo, 2025.

The Supervisors: (1) Dr. Majid, M.Pd., (2) Bertu Rianto Takaendengan, S.Pd., M.Pd.

This study is a classroom action research aimed at improving students' motivation and learning outcomes in mathematics through the implementation of the cooperative learning model, Teams Games Tournament (TGT), specifically on the topic of quadratic equations. The subjects of the study were 16 ninth-grade students at MTs (Islamic Junior High School) Al-Mabrur Bone Raya. The study was conducted in two cycles, each consisting of planning, implementation, observation, and reflection phases. Data collection techniques included observation, questionnaires, and achievement tests. The data were analyzed using both quantitative and qualitative descriptive methods.

The findings indicate that the application of the TGT model effectively improved students' motivation and mathematics learning outcomes. In the first cycle, the average student motivation was 75%, cognitive learning outcomes reached 62.5%, the affective domain was 76%, and the psychomotor domain was 66%. After improvements were made in the second cycle, student motivation increased to 93.75%, cognitive learning outcomes rose to 81.25%, and both the affective and psychomotor domains improved to 88%. Students also demonstrated increased engagement in discussions, greater confidence in asking questions, and improved accuracy in solving problems.

Thus, the cooperative learning model Teams Games Tournament (TGT) is effective in improving students' motivation and learning outcomes in mathematics, while also fostering the development of skills and positive attitudes throughout the learning process.

Keywords: Teams Games Tournament, Learning Motivation, Learning Outcomes, Mathematics, Quadratic Equations.

