

ABSTRAK

PENGARUH MODEL PEMBELAJARAN *TEAMS GAMES TOURNAMENT* BERBANTUAN MEDIA *WORDWALL* TERHADAP HASIL BELAJAR SISWA MATERI TOPOLOGI JARINGAN KOMPUTER KELAS XI SMAN 14 BANDAR LAMPUNG

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Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Teams Games Tournament* (TGT) berbantuan media *wordwall* terhadap hasil belajar siswa. Sampel penelitian terdiri dari siswa kelas XI.9 Informatika dan XI.10 Informatika di SMAN 14 Bandar Lampung pada tahun ajaran 2025/2026. Metode penelitian yang digunakan yakni *quasi experiment* dengan *pretest posttest non-equivalent control group design*. Teknik pengumpulan data dilakukan menggunakan tes *pretest posttest* dengan instrumen berupa 20 butir soal pilihan ganda yang sebelumnya telah di uji validitas dan reliabilitasnya dengan hasil uji reliabilitas menunjukkan nilai *cronbach's alpha* sebesar 0,888 yang termasuk kedalam kategori tinggi. Hasil penelitian menunjukkan adanya peningkatan yang signifikan pada hasil belajar siswa di kelas eksperimen. Rata-rata nilai *pre-post* pada kelas eksperimen sebesar 48,67 yang meningkat menjadi 82,00 perbandingan ini menghasilkan rata-rata nilai N-Gain sebesar 0,67 yang di kategorikan cukup efektif. Hasil penelitian menunjukkan bahwa nilai dari pengujian hipotesis dengan uji *independent sample t-tes* menunjukkan bahwa nilai sig. $0,018 < 0,05$ sehingga tolak H_0 dan terima H_1 . Selain itu perhitungan nilai *effect size* diperoleh sebesar 0,604 menunjukkan kategori pengaruh sedang. Dengan demikian, dapat disimpulkan bahwa penerapan model pembelajaran TGT berbantuan media *wordwall* berpengaruh signifikan dalam meningkatkan hasil belajar siswa pada materi topologi jaringan komputer dengan tingkat pengaruh berada pada kategori sedang.

Kata kunci : Hasil Belajar; *Teams Games Tournament*; *Wordwall*;

ABSTRACT

THE EFFECT OF THE TEAMS GAMES TOURNAMENT LEARNING MODEL ASSISTED BY WORDWALL MEDIA ON THE LEARNING OUTCOMES OF STUDENTS IN COMPUTER NETWORK TOPOLOGY IN GRADE XI AT SMAN 14 BANDAR LAMPUNG

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This study aims to determine the effect of the Teams Games Tournament (TGT) learning model assisted by Wordwall media on student learning outcomes. The research sample consisted of students in grades XI.9 Informatics and XI.10 Informatics at SMAN 14 Bandar Lampung in the 2025/2026 academic year. The research method used was a quasi-experiment with a pretest-posttest non-equivalent control group design. Data collection techniques were carried out using pretest-posttest tests with instruments in the form of 20 multiple-choice questions that had previously been tested for validity and reliability, with the reliability test results showing a Cronbach's alpha value of 0.888, which is classified as high. The results showed a significant increase in student learning outcomes in the experimental class. The average pre-post score in the experimental class was 48.67, which increased to 82.00. This comparison resulted in an average N-Gain score of 0.67, which is categorized as quite effective. The results of the study indicate that the value of hypothesis testing with the independent sample t-test shows that the sig. value is $0.018 < 0.05$, thus rejecting H_0 and accepting H_1 . In addition, the effect size value obtained is 0.604, indicating a moderate effect. Thus, it can be concluded that the application of the TGT learning model assisted by Wordwall media has a significant effect on improving student learning outcomes in computer network topology material, with the level of influence falling into the moderate category.

Keywords: Learning Outcomes; Teams Games Tournament; Wordwall