

ABSTRAK

PENGEMBANGAN MEDIA GAME EDUKATIF MONOPOLI BERBASIS PEMBELAJARAN KOOPERATIF TIPE *TEAMS GAMES TOURNAMENT* (TGT) UNTUK MENINGKATKAN HASIL BELAJAR IPS KELAS VIII SMPN 7 BANDAR LAMPUNG

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Penelitian ini tujuannya mengembangkan dan menguji kelayakan serta efektivitas media *game* edukatif Monopoli berbasis model pembelajaran kooperatif tipe *Teams Games Tournament* (TGT) dalam meningkatkan hasil belajar IPS materi kegiatan ekonomi. Penelitian memakai metode Research and Development (R&D) dengan model ADDIE. Populasi penelitian ialah siswa kelas VIII SMPN 7 Bandar Lampung dengan sampel sebanyak 60 siswa yang terbagi ke dalam kelas eksperimen dan kelas kontrol. Hasil validasi ahli memperlihatkan skor rata-rata 3,8 dengan kategori sangat layak. Hasil uji efektivitas memperlihatkan nilai N-Gain kelas eksperimen sebesar 0,389 berkategori sedang, sedangkan kelas kontrol sebesar 0,056 berkategori rendah. Uji Wilcoxon memperlihatkan perbedaan yang signifikan antara nilai pretest dan posttest kelas eksperimen. Media *game* edukatif monopoli berbantuan Monopoli Edukatif bermanfaat dalam meningkatkan hasil belajar dan menciptakan pembelajaran IPS yang lebih aktif dan menyenangkan. Model ini disarankan untuk diterapkan sebagai alternatif pembelajaran IPS dan dikembangkan lebih lanjut pada materi serta jenjang yang berbeda.

Kata Kunci: *Teams Games Tournament*, Monopoli Edukatif, hasil belajar, dan IPS.

ABSTRACT

DEVELOPMENT OF MONOPOLY EDUCATIONAL GAME MEDIA BASED ON COOPERATIVE LEARNING OF THE TEAMS GAMES TOURNAMENT (TGT) TYPE TO IMPROVE SOCIAL SCIENCE LEARNING OUTCOMES OF GRADE VIII SMPN 7 BANDAR LAMPUNG

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This study aimed to develop and examine the feasibility and effectiveness of an educational Monopoly game based on the cooperative learning model of Teams Games Tournament (TGT) in improving students' learning outcomes in Social Studies on the topic of economic activities. The research employed the Research and Development (R&D) method using the ADDIE model. The population of this study consisted of eighth-grade students at SMPN 7 Bandar Lampung, with a sample of 60 students divided into an experimental class and a control class. The results of expert validation showed an average score of 3.8, which falls into the very feasible category. The effectiveness test indicated that the N-Gain score of the experimental class was 0.389 in the moderate category, while the control class obtained 0.056 in the low category. The Wilcoxon test showed a significant difference between the pretest and posttest scores in the experimental class. The TGT learning model assisted by the Educational Monopoly game is useful for improving learning outcomes and creating a more active and enjoyable Social Studies learning environment. This model is recommended as an alternative learning approach in Social Studies and can be further developed for different materials and educational levels.

Keywords: Teams Games Tournament, Educational Monopoly, learning outcomes, Social Studies.