# ABSTRAK

Subroto, Anisa. 2018. Efektivitas Model Pembelajaran *Teams Games Tournament* (TGT) Dengan Media *Game Who Wants To Be A Millionaire* Pada Materi Barisan Aritmetika Di Kelas XI SMA Negeri 2 Bangkalan. Skripsi, Program Studi Pendidikan Matematika, Program Sarjana, STKIP PGRI Bangkalan. Pembimbing, : (I) Didik Hermanto, M.Pd (II) Zainudin, S.Si, M.Pd

**Kata Kunci** : Efektivitas, Model Pembelajaran *Teams Games Tournament*, Media

 *Game Who Wants To Be A Millionaire*

 Penelitian ini bertujuan untuk mendeskripsikan efektivitas model pembelajaran *Teams Games Tournament* (TGT) dengan media *Game Who Wants To Be A Millionaire*. Jenis penelitian ini adalah deskriptif kuantitatif. Metode pengumpulan data menggunakan metode observasi, metode angket, dan metode tes. Metode observasi digunakan untuk mengumpulkan data kemampuan guru mengelola pembelajaran dan aktivitas siswa, metode angket digunakan untuk mengumpulkan data respon siswa, dan metode tes digunakan untuk mengetahui ketuntasan belajar siswa. Instrumen yang digunakan adalah lembar observasi kemampuan guru mengelola pembelajaran, lembar observasi aktivitas siswa, lembar angket respon siswa, dan lembar tes hasil belajar (THB). Hasil analisis menunjukkan bahwa kemampuan guru mengelola pembelajaran berada pada kategori sangat baik dengan rata-rata sebesar 3,87; aktivitas siswa selama proses pembelajaran berada pada kategori sangat aktif dengan rata-rata sebesar 3,69; respon siswa menunjukkan respon sangat positif dengan persentase sebesar 99%; dan hasil belajar siswa tuntas secara klasikal dengan persentase sebesar 93,10%. Berdasarkan hasil analasis dari keempat indikator di atas dapat disimpulkan bahwa model pembelajaran *Teams Games Tournament* (TGT) dengan media *Game Who Wants To Be A Millionaire* efektif digunakan pada materi barisan aritmetika di kelas XI.

**ABSTRACT**

Subroto, Anisa. 2018. The Effectiveness of Teams Games Tournament (TGT) Learning Model With The Game Who Wants To Be A Millionaire Media on the Arithmetic Sequence Material in the eleventh grade SMAN 2 Bangkalan. Thesis, Mathematics Education Department, Undergraduate Degree Program, STKIP PGRI Bangkalan. Advisors, : (I) Didik Hermanto, M.Pd (II) Zainudin, S.Si., M.Pd

**Keywords:** Effectiveness, Teams Games Tournament Learning Model, *Who*

 *Wants To Be A Millionaire* GameMedia

This study aims to describe the Teams Games Tournament (TGT) learning model with the *Who Wants To Be A Millionaire* game media. This type of research is descriptive quantitative. The methods of data collection are using observation methods, questionnaires, and test. The observation method was used to collect the data of how the ability of teachers to manage learning and student activities. Questionnaire method is used to collect student response data, and test method was used to know the students’ mastery of learning. The instruments used were observation sheets of teachers' ability to manage learning, students’ activity observation sheet, students’ response questionnaire, and learning test result sheet (THB). The results of the analysis show that the ability of teachers to manage learning is in very good category with an average score of 3.87; students’ activity during the learning process is in the very active category with an average score of 3.69; students’ response shows a very positive response with a percentage score of 99%; and students' learning result test is classically completed with percentage score of 93.10%. Based on the analysis results from all the indicators, it can be concluded that *Teams Games Tournament (TGT)* learning model with *Who Wants To Be A Millionaire* game media is effectively used in arithmetic sequence material in the eleventh grade.