

RINGKASAN

Penelitian ini dilatarbelakangi oleh kurangnya *self confidence* dan keaktifan peserta didik pada mata pelajaran ekonomi SMA Negeri 1 Ajibarang. Tujuan penelitian ini untuk menganalisis pengaruh pembelajaran kooperatif tipe *team games tournament* berbantuan media *Kahoot* terhadap *self confidence* dan keaktifan belajar. Penelitian ini merupakan penelitian *quasi experimental*. Populasi penelitian ini peserta didik kelas X sebanyak 431 orang. Teknik sampel menggunakan *purposive sampling* dan diperoleh sampel 72 orang dari kelas X-9 dan X-11. Instrumen yang digunakan adalah kuesioner untuk *self confidence* dan lembar observasi keaktifan. Teknik pengumpulan data yang digunakan yaitu kuesioner, lembar observasi, wawancara, dan dokumentasi. Analisis data yang digunakan yaitu validitas, reliabilitas. Uji prasyarat penelitian ini yaitu normalitas dan homogenitas. Uji hipotesis dengan uji *independent sample t-test* dan regresi linear sederhana.

Analisis data dan hasil penelitian menunjukkan bahwa (1) Tidak terdapat peningkatan *self confidence* antara peserta didik yang menerapkan model pembelajaran *team games tournament* berbantuan media *Kahoot* dengan peserta didik yang menerapkan model pembelajaran konvensional; (2) Terdapat peningkatan keaktifan belajar antara peserta didik yang menerapkan model pembelajaran *team games tournament* berbantuan media *Kahoot* dengan peserta didik yang menerapkan model pembelajaran konvensional; (3) Terdapat pengaruh positif model pembelajaran kooperatif tipe *team games tournament* berbantuan media *Kahoot* terhadap *self confidence* peserta didik kelas X SMA Negeri 1 Ajibarang; (4) Terdapat pengaruh positif model pembelajaran kooperatif tipe *team games tournament* berbantuan media *Kahoot* terhadap keaktifan belajar peserta didik kelas X SMA Negeri 1 Ajibarang.

Implikasi dari penelitian ini yaitu diantaranya: (1) Guru dapat mengaplikasikan model pembelajaran kooperatif tipe *team games tournament* karena model ini menggunakan permainan dan turnamen sehingga memberikan peserta didik untuk aktif dalam pembelajaran; (2) Penerapan model pembelajaran *team games tournament* berbantuan media *Kahoot* dapat menjadi strategi bagi guru dalam meningkatkan kepercayaan dan keaktifan belajar; (3) Sekolah dapat mempertimbangkan pengoptimalan sarana dan prasana untuk menunjang penerapan model *team games tournament* berbantuan media *Kahoot*.

Kata Kunci : Model *team games tournament*, *Kahoot*, *self confidence*, keaktifan belajar

SUMMARY

This research is motivated by the lack of self-confidence and student activity in economics subjects at SMA Negeri 1 Ajibarang. The purpose of this study is to analyze the effect of cooperative learning type team games tournament assisted by Kahoot media on self-confidence and learning activity. This research is a quasi-experimental study. The population of this research is 431 students in class X. The sampling technique used is purposive sampling, and a sample of 72 students was obtained from classes X-9 and X-11. The instruments used are questionnaires for self-confidence and observation sheets for activity. The data collection techniques used are questionnaires, observation sheets, interviews, and documentation. The data analysis used includes validity and reliability. The prerequisites for this research are normality and homogeneity. The hypothesis test is conducted with an independent sample t-test and simple linear regression.

Data analysis and research results show that (1) There is no increase in self confidence among students applying the team games tournament learning model assisted by Kahoot media compared to those using conventional learning models; (2) There is an increase in learning engagement among students applying the team games tournament learning model assisted by Kahoot media compared to those using conventional learning models; (3) There is a positive influence of the cooperative learning model type team games tournament assisted by Kahoot media on the self confidence of class X students at SMA Negeri 1 Ajibarang; (4) There is a positive influence of the cooperative learning model type team games tournament assisted by Kahoot media on the learning engagement of class X students at SMA Negeri 1 Ajibarang.

The implications of this research include: (1) Teachers can apply the cooperative learning model of team games tournament type because this model uses games and tournaments to engage students actively in learning; (2) The application of the team games tournament learning model utilizing Kahoot can be a strategy for teachers to enhance student confidence and learning engagement; (3) Schools can consider optimizing facilities and infrastructure to support the implementation of the team games tournament model using Kahoot .

Keywords: *Team games tournament model, Kahoot, self confidence, learning activity.*