Devi Ayu Mayangsari, 2018. Improving Student Learning Outcomes Using *Teams Games Tournament* **(TGT) and Hompimpa Games in Cell Material. Under the guidance of Dr. HJ. Mia Nurkanti, M.Kes. and Iwan Setia Kurniawan, S.Pd., M.Sc.**

ABSTRACT

This research was conducted at SMA Kartika XIX-1 Bandung based on the background of the low understanding of students in class XI at Kartika Siliwangi High School XIX-1 in Bandung City in the experimental class and the control class on the concept of cells was caused by the inappropriate application of learning models so students had difficulty understanding the message material delivered by the teacher. The purpose of this study is to improve student learning outcomes by using the *Teams Games Tournaments* (TGT) learning model and hompimpa games. As a basic reference to the problem to be studied, so the researcher can work in a focused way in finding data to the level of its solution. The method used is *Quasi Experiment*, with the design "is the *Disign Nonequivalent Control Group*". The research subjects were the experimental class and the 2017/2018 academic year control. The instrument used is a cognitive test that aims to determine students' abilities. The instrument used is in the form of main data to measure cognitive domains 30 multiple choice questions that are adjusted to the 25 learning questions that are taken as significant questions. From the results of the study obtained an average *pretest* score of 43.43 and an average *posttest* of 85.49 in the experimental class, while in the control class, the average *pretest* was 51.07 and the *posttest* average was 57.47 . After conducting pretest and posttest research, the researcher continued with normality, homogeneity, and hypothesis testing. In addition to the cognitive domain, the affective and psychomotor domains are also measured. Affective domain is the assessment of student interest in learning outcomes in the cell concept biology. Students show an average positive response that is quite good and student respom is very positive. Likewise, judging from the psychomotor realm is categorized with good criteria.

Keywords: Learning Outcomes, Cooperative Learning, *Teams Games Tournaments* (TGT), Hompimpa, Cell.