# LEARNING TO ANALYZE MESSAGES FROM A NOVEL FICTION BOOK USING THE MODELS OF TEAMS GAMES TOURNAMENT LEARNING IN CLASS XI STUDENTS OF SMK PASUNDAN 3 BANDUNG YEAR 2018/2019

*By*

Mega Asmara

NPM 155030024

*Reading is an activity to receive information through writing. Researchers are interested in conducting research on "Learning to Analyze the message of a" Novel "Fiction Book Using the Teams Games Tournament Learning Model in the Bandung Teams Games Tournament in 2018/2019 Academic Year". The results of his research are as follows: 1) Researchers are able to plan, implement, and evaluate learning to analyze messages from fiction novel books. This can be proven the average value of planning and implementing learning obtained by researchers amounted to 3.88 and included in the excellent category; (2) Students of class XI SMK PASUNDAN 3 are able to participate in learning to analyze messages from novel fiction books. This can be proven based on students getting the pretest and posttest scores; (3) Learning outcomes in the experimental class obtained an average of 32.3 and posttest results with an average of 69.9. While the average score of the control class pretest was 20.0 and the posttest score was 57.7; 4) The use of the Teams Games Tournament learning model is effectively used in learning to analyze messages from novel fiction books. This is evident in the mann-whitney test which shows the results of Asymp.Sig. (2-tailed) of 0,000 less than 0.05. If the Asymp.Sig results. (2-tailed) of 0,000 less than 0.05; 5) There is a difference in the effectiveness of the Teams Games Tournament learning model as an experimental class and the contextual learning method as a control class in*

*Keywords: teams games tournament, analyzing, messages, learning, fiction books.*