ABSTRACT

Yusa Nur Fadillah. (2022). *The Effect of Gamification Application on Cooperative Learning Model Type Team Games Tournament (TGT) on Improving Student Learning Outcomes.*

This research is motivated by the urgency of 21st century competence and the low learning outcomes of students in science subjects. This study aims to determine the description of gamification learning in the TGT type cooperative learning model with students using conventional learning models, the difference in the average learning outcomes of gamified students in the TGT cooperative learning model with conventional learning models students, differences in the improvement of gamification student learning outcomes in the learning model. TGT cooperative learning model with conventional learning model students, the effect of the application of gamification on the TGT type cooperative learning model on student learning outcomes. This research method is a quasi-experimental design with a quasi-experimental design in the form of a nonequivalent control group design. The results showed that the picture of gamification learning in the TGT type cooperative learning model with students using the conventional learning model running well and according to the syntax, the significance value using the Mann Whitney test for the pretest of 0,005 and posttest of 0,000. The significance value using the t test on the normalized gain test data is 0,000. The effect size test obtained a value of 2,06. The conclusion of this research is that the gamification class learning process in the TGT learning model runs well and smoothly according to the syntax, there are differences in student learning outcomes both in the pretest and posttest which show higher average learning outcomes in the gamification class in the TGT type cooperative model. the difference in improving student learning outcomes between the gamification class on the TGT learning model and the conventional class which shows a higher increase in learning outcomes in the gamification class on the TGT learning model, and gamification in the TGT learning model has a major effect on improving student learning outcomes.

Keywords: Learning Outcomes, Gamification, Cooperative Learning Model Type TGT