

ABSTRACT

Reni Anggraeni. (2023). ***Improvement of Mathematical Critical Thinking Ability and self-confidence of Junior High School Students Through Quizizz-Assisted Teams Games Tournament (TGT) Model.***

This study aims to: (1) determine whether the increase in students' mathematical critical thinking skills using the Quizizz-assisted Teams Games Tournament (TGT) model is higher than that of students using the conventional model; (2) Knowing whether the self-confidence of students who use the Quizizz-assisted Teams Games Tournament (TGT) model is better than students who use the conventional model; (3) To find out whether there is a positive correlation between the ability to think critically mathematically and the self-confidence of students who obtain the Quizizz-assisted Teams Games Tournament (TGT) model; (4) Knowing whether the Teams Games Tournament (TGT) model is effective for increasing students' mathematical critical thinking skills and self-confidence. The method used in this study was a quasi-experimental research design with a non-equivalent control group design, the study sample consisted of two classes. Obtained class VII D as an experimental class that received learning with the Quizizz-assisted Teams Games Tournament (TGT) model and class VII C as a control class that received a conventional learning model. The instruments used in this study were essay questions on tests of mathematical critical thinking skills and self-confidence scales. The collected data is then processed using IBM SPSS 26.0 for Windows software. The results of the study show that: (1) Students' mathematical critical thinking skills using the Teams Games Tournament (TGT) model with the help of Quizizz are higher than students who receive conventional learning models; (2) The self-confidence of students who use the Quizizz-assisted Teams Games Tournament (TGT) model is better than students who receive the conventional model; (3) There is a positive correlation between mathematical critical thinking skills and self-confidence with the help of Quizizz; (4) The Quizizz-assisted Teams Games Tournament (TGT) model is effective in increasing students' mathematical critical thinking skills and self-confidence.

Keywords: *Teams Games Tournament (TGT), Quizizz, Mathematical Critical Thinking, self-confidence.*