

ABSTRAK

Gabriella Sanba Sabatini, “Penerapan Model *Teams Games Tournament* (TGT) Berbantuan Media *Game Clash of Champions* Untuk Meningkatkan Kemampuan Pemecahan Masalah Peserta Didik”

Rendahnya kemampuan pemecahan masalah matematis peserta didik Indonesia berdasarkan hasil *Programme for International Student Assessment* (PISA) tahun 2022 serta hasil studi pendahuluan di salah satu sekolah di Kota Bandung menunjukkan perlunya penerapan pembelajaran yang dapat melibatkan peserta didik secara aktif dalam proses pemecahan masalah. Penelitian ini bertujuan untuk mengetahui keterlaksanaan pembelajaran matematika menggunakan model *Teams Games Tournament* (TGT) berbantuan media *game Clash of Champions* (CoC) serta menganalisis kemampuan pemecahan masalah matematis peserta didik yang memperoleh pembelajaran tersebut dibandingkan dengan peserta didik yang memperoleh pembelajaran konvensional. Penelitian ini menggunakan pendekatan kuantitatif dengan metode *quasi experiment* dan desain *nonequivalent control group design*. Populasi dalam penelitian ini adalah seluruh peserta didik kelas VIII SMP Negeri 51 Bandung, sedangkan sampel penelitian terdiri atas dua kelas, yaitu kelas eksperimen yang memperoleh pembelajaran menggunakan model TGT berbantuan media *game* CoC dan kelas kontrol yang memperoleh pembelajaran konvensional. Instrumen penelitian berupa tes kemampuan pemecahan masalah matematis dan lembar observasi keterlaksanaan pembelajaran yang telah melalui uji validitas, uji reliabilitas, uji daya pembeda, dan uji tingkat kesukaran dengan hasil menunjukkan bahwa instrumen tes valid. Teknik analisis data menggunakan uji *t independent*. Hasil penelitian menunjukkan bahwa keterlaksanaan pembelajaran menggunakan model TGT berbantuan media *game* CoC berada pada kategori sangat baik, peningkatan kemampuan pemecahan masalah matematis kelas yang menggunakan model TGT berbantuan media *game* CoC lebih baik daripada peserta didik yang menggunakan pembelajaran konvensional. Model TGT berbantuan media *game* CoC dapat berlangsung sebagai alternatif pembelajaran matematika yang dapat digunakan untuk meningkatkan kemampuan pemecahan masalah matematis peserta didik, khususnya pada materi SPLDV dengan memberikan penekanan lebih pada tahap memeriksa kembali jawaban, mengingat indikator tersebut menunjukkan peningkatan yang paling rendah dibandingkan indikator pemecahan masalah lainnya.

Kata Kunci: Kemampuan Pemecahan Masalah Matematis, *Teams Games Tournament* (TGT), *Clash of Champions* (CoC)

ABSTRACT

Gabriella Sanba Sabatini, "The Application of the *Teams Games Tournament (TGT)* Model Assisted by the *Clash of Champions Game* Media to Improve Students' Mathematical Problem-Solving Ability"

The low mathematical problem-solving ability of Indonesian students, as indicated by the results of the *Programme for International Student Assessment (PISA)* in 2022 and supported by the findings of a preliminary study at a school in Bandung, indicates the need for learning approaches that actively engage students in the problem-solving process. This study aimed to determine the implementation of mathematics learning using the *Teams Games Tournament (TGT)* model assisted by the *Clash of Champions (CoC) game* and to analyze the mathematical problem-solving abilities of students who received this learning model compared with those who received conventional learning. This study employed a quantitative approach using a *quasi-experimental* method with a *nonequivalent control group design*. The population consisted of all eighth-grade students at SMP Negeri 51 Bandung, while the sample consisted of two classes: an experimental class that received TGT learning assisted by the CoC *game* and a control class that received conventional learning. The research instruments consisted of a mathematical problem-solving ability test and a learning implementation observation sheet, which had undergone validity, reliability, discriminating power, and difficulty level tests, with the results indicating that the test instrument was valid. The data analysis technique used an *independent t-test*. The results showed that the implementation of learning using the TGT model assisted by the CoC *game* was categorized as very good, and the improvement in the mathematical problem-solving abilities of students in the TGT-CoC class was better than that of students receiving conventional learning. The TGT model assisted by the CoC *game* can serve as an alternative mathematics learning approach to improve students' mathematical problem-solving abilities, particularly in the topic of Systems of Linear Equations in Two Variables (SPLDV), with greater emphasis on the stage of checking the answer, as this indicator showed the lowest improvement compared with the other problem-solving indicators.

Keywords: Mathematical Problem-Solving Ability, *Teams Games Tournament (TGT)*, *Clash of Champions (CoC)*