

ABSTRAK

REZZA YUDHA TYASANA : Pengembangan Media Pembelajaran Matematika Menggunakan Metode *Team's Game Tournament* (TGT) Berbasis *Android* Ditinjau Dari Motivasi Belajar Siswa. **Skripsi. Yogyakarta, Strata Satu, Universitas Mercu Buana Yogyakarta, 2019.**

Penelitian ini bertujuan untuk mengembangkan media pembelajaran matematika menggunakan metode *teams game tournament* (TGT) berbasis *android* ditinjau dari motivasi belajar siswa yang valid, praktis dan efektif dengan permainan tebak matematika. Penelitian ini dilakukan terhadap siswa kelas VII C SMP Negeri 2 Godean dan mengacu pada model pengembangan ADDIE yaitu (1) *Analysis*, meliputi: observasi lapangan dan analisis materi, (2) *Design*, meliputi: pembuatan *flowchart* dan *storyboard* (3) *Development*, meliputi: membuat produk dan menyusun angket, (4) *Implementation*, meliputi: Uji coba media skala kecil dan skala besar, (5) *Evaluation*, meliputi: Menganalisis data yang diperoleh.

Hasil penelitian ini yaitu: (1) Menghasilkan media berupa aplikasi *android* dengan format *.apk, (2) Media dinyatakan valid oleh ahli materi dengan skor 59 kategori baik dan ahli media dengan skor 50 kategori baik, (3) Media dinyatakan praktis dengan skor 1175 respon siswa pada kategori baik, (4) Ada peningkatan motivasi belajar sebesar 8% dari 68% menjadi 76%. Dengan demikian dapat disimpulkan bahwa aplikasi berdampak positif terhadap motivasi belajar siswa.

Kata kunci: Media berbasis *android*, *Team's Game Tournament* (TGT), Motivasi Belajar Siswa

ABSTRACT

REZZA YUDHA TYASANA : *Development Of Mathematical Learning Media Using The Android-Based Team's Game Tournament (TGT) Method Assessed From Students Learning Motivation. Thesis. Yogyakarta, Undergraduate Program, Universitas Mercu Buana Yogyakarta, 2019.*

This research aimed to develop a mathematics learning media using android based team's game tournament (TGT) method reviewed from students learning motivation which were valid, practical and effective with math guessing games. This research was conducted on the seventh grade C(VII C) student sat SMP N 2 Godean and referred to the ADDIE development model, namely (1) Analysis, including: field observation and material analysis, (2) Design, including: making flowcharts and storyboards (3) Development, including: making products and compiling questionnaires, (4) Implementation, including: Small-scale and large-scale media trials, (5) Evaluation, including: Analyzing data obtained.

*The results of this study were: (1) Producing media in the form of android applications with *.apk format, (2) Media was declared valid by material experts with score of 59 good categories and media experts with a score of 50 good categories, (3) Media was declared practical with scores 1175 students responses in good category, (4) There was an increase in learning motivation by 8% from 68% to 76%. Thus, it could be concluded that the application has a positive impact on students learning motivation.*

Keywords: Android-based media, Team's Game Tournament (TGT), Students Learning Motivation