

ABSTRACT

Tresnawati Tahir, 2024. The Influence of Teams Games Tournament (TGT) Learning Model Assisted by Genially Media Based on Gamification in the Motivation and Social Studies Learning Outcomes of Class V Students of Cluster IV Elementary School, Manggala District, Makassar City. Supervised by Hj. Hidayah Quraish and Agustan S.

The aim of this research was to determine the influence of the Teams Games Tournament (TGT) learning model assisted by gamification-based Genially media on the motivation and social studies learning outcomes of class V students of Cluster IV Elementary School, Manggala District, Makassar City.

This type of research was quantitative research with a quasi experimental design. The experimental research design used was in the form of a nonequivalent control group design. Sampling used a random sampling technique so that the total sample were 51 students, with 21 students in the experimental group who received learning using the TGT model assisted by Genially, and 30 students in the control group who received conventional learning. Data was collected through motivation tests and learning outcomes tests before and after the intervention. Data analysis was carried out using the independent sample t-test to compare learning outcomes between the experimental groups in the pre and post model implementation conditions, as well as the MANOVA test to see the influence on motivation and learning outcomes together. The research results showed that there were significant differences in increasing motivation and learning outcomes between the two groups. The experimental group using the Genially assisted TGT model showed a more significant improvement compared to the control group in both variables ($p < 0.05$). Based on these results, it can be concluded that there is any significant influence in the used of the Teams Games Tournament (TGT) learning model assisted by Gamification-Based Genially Media on the Motivation and Social Studies Learning Outcomes of Students V of Cluster IV Elementary School, Manggala District, Makassar City.

Keywords: Teams Games Tournament (TGT), Genially, Gamification, Learning motivation, Learning outcomes



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