

**THE IMPLEMENTATION OF TEAM-GAMES TOURNAMENT (TGT)
TO ENHANCE STUDENTS' MOTIVATION IN LEARNING ENGLISH**

**(A Classroom Action Research at the Eighth Grade Class of SMP N 16
Surakarta in 2017/2018 Academic Year)**



RESEARCH PAPER

Submitted a Partial Fulfilment of the Requirements
for Getting Bachelor Degree of Education
in English Department of Education

by

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**FACULTY OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA
2019**

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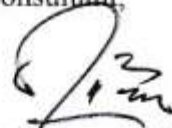
APPROVAL

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**IMPLEMENTATION OF TEAM-GAMES TOURNAMENT (TGT) TO
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MOTTO

“...Yesterday I was Clever,
I wanted to change the world.

Today I am wise,
So I am changing myself...”

*“...Hari kemarin saya pintar,
Saya ingin mengubah dunia.*

*Hari ini saya bijak,
Karena itu saya mengubah diri saya.*

-Jalal ad-Din Muhammad Rumi -

DEDICATION

This research paper is dedicated to:

1. Alloh SWT, my guide for my life,
2. My father, Gunawan,
3. My mother, Evy S,
4. My sista, Shela Ayu Destriani
5. My lil' bro, Damar Nur Alamsyah,
6. All of my beloved big family and my friends, and
7. Muhammadiyah University of Surakarta.

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Assalamu'alaikum Warohmatullahi Wabarokatuh

Alhamdulillah Robbil'alamin. First of all, the researcher prays to Allah SWT. The God Almighty, the writer can finish this research paper untitled **“IMPLEMENTATION OF TEAM-GAMES TOURNAMENT (TGT) TO ENHANCE STUDENTS’ MOTIVATION IN LEARNING ENGLISH (A Classroom Action Research at the Eighth Grade Class of SMP N 16 Surakarta in 2017/2018 Academic Year)**

Sholawat and *salam* are given to the Prophet Muhammad SAW who has guided us from the darkness to the brightness. This research paper is one of the requirements in finishing the study in English Department of Muhammadiyah University of Surakarta. This research paper cannot be finished without contribution, help, guidance, and suggestion from several people. Therefore, on this opportunity I would like to express her gratitude to:

1. Prof. Dr. Harun Joko Prayitno, M. Hum., Dean of School of Teacher Training and Education of Muhammadiyah University of Surakarta who has given the legalization towards my research paper,
2. Mauliyah Halwat Hikmah, Ph.D., Head of English Department of Muhammadiyah University of Surakarta who has given the researcher permission to conduct the research,
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6. My brother and my little brother, “thanks for always beside me”,
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9. All of English Department friends, “thanks for the time and experience”,
10. All of staff who help the process of administration, and
11. Everybody who has helped the researcher in this process that cannot be mentioned one by one.

Finally, the researcher would like to express her deep gratitude to those who helped her so that she can accomplish this research paper. The researcher really thanks so much to each of them. Nothing is complete except Alloh SWT, and neither is this research paper. However, the researcher does hope that this research paper will be able to give useful contribution and idea to improve the English teaching learning process.

Wassalamu'alaikum Wr. Wb.

Surakarta, 19 Juli 2019

The Writer,

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ABSTRAK

Tujuan penelitian ini adalah untuk mendiskripsikan penerapan dari teknik belajar Team Games Tournament dalam meningkatkan minat belajar bahasa Inggris siswa-siswi SMP N 16 Surakarta. Jenis penelitian ini adalah penelitian campuran yaitu kualitatif and kuantitatif. Dalam penelitian ini penulis melibatkan siswa-siswa kelas VIII SMP N 16 Surakarta. Penulis mengumpulkan data dengan cara sistem kegiatan belajar mengajar di kelas. Hasil dari penelitian ini menunjukkan bahwa pelaksanaan dari teknik kegiatan belajar mengajar di kelas tersebut dapat meningkatkan ketertarikan siswa-siswi dalam belajar bahasa Inggris di SMP N 16 Surakarta; 1) Siswa lebih aktif dalam kegiatan pembelajaran, 2) melatih kemandirian siswa-siswi dalam berdiskusi dengan sesama temannya, 3) materi yg di sampaikan lebih mudah di terima dengan menggunakan metode pembelajaran Team Games Tournament.

Kata Kunci: kuantitatif, teknik presentasi, penelitian kualitatif dan kuantitatif.

ABSTRACT

The objective of this research is to describe the implementation of Team-Games Tournament in learning English in SMP N 16 Surakarta. The kind of reasearch is a mix to collecting data of the qualitative and quantitative. In this research the writer involved students grade of VIII. The researcher collected the data by means of system learning process in class. The result of the research indicated that the implementation of engineering the learning process in class can increase to the interest of students in learning English process in SMP N 16 Surakarta; 1) Students are more active in learning process, 2) The train students independency in a group discussion, 3) Material can be easy to be received by using Team-Games Tournament.

Keyword: learning method, presentation technique, qualitative and quantitative.

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