

ABSTRAK

Narfia Azzahra Mustikaningratri. 2026. Pengembangan Kartu Biovuno Berbasis *Teams Games Tournament* (TGT) Dan Efektivitasnya Terhadap Motivasi Dan Hasil Belajar Biologi Siswa Kelas X SMA. Skripsi. Program studi Pendidikan biologi, FKIP, Universitas PGRI Madiun. Pembimbing : (I) Dr. Muh. Waskito Ardhi,S.Pd.,M.Pd, (II) Dr. Pujiati,S.Si.,M.Si.

Rendahnya motivasi dan hasil belajar siswa pada mata pelajaran Biologi menjadi permasalahan yang ditemukan di SMAN 1 Jiwan. Penelitian ini bertujuan mengembangkan media pembelajaran kartu BIOVUNO berbasis *Teams Games Tournament* (TGT) serta menguji efektivitasnya terhadap motivasi dan hasil belajar biologi siswa. Penelitian ini merupakan penelitian dan pengembangan (Research and Development) menggunakan model ADDIE. Subjek penelitian berjumlah 28 siswa kelas XA SMAN 1 Jiwan. Pendekatan yang digunakan adalah deskriptif kuantitatif. Instrumen penelitian meliputi lembar validasi ahli media dan ahli materi, angket motivasi belajar dan tes hasil belajar (*pretest-posttest*). Data dianalisis menggunakan statistik menggunakan uji *paired sample t-test*, dan N-Gain. Hasil penelitian menunjukkan bahwa media memperoleh persentase kelayakan sebesar 96,43% dari ahli media dan 89,28% dari ahli materi dengan kategori sangat layak. Rata-rata motivasi belajar meningkat dari 51,74% menjadi 92,41% dengan nilai N-Gain 0,84 (kategori tinggi). Rata-rata hasil belajar meningkat dari 43,21 menjadi 88,04 dengan nilai N-Gain 0,81 (kategori tinggi). Dengan demikian, media kartu BIOVUNO berbasis TGT dinyatakan sangat layak dan efektif dalam meningkatkan motivasi serta hasil belajar biologi siswa.

Kata kunci: kartu BIOVUNO, *Teams Games Tournament* (TGT), motivasi belajar, hasil belajar, biologi.

ABSTRACT

Narfia Azzahra Mustikaningratri. 2026. Development of Biovuno Cards Based on the Teams Games Tournament (TGT) Model and Their Effectiveness on the Biology Motivation and Learning Outcomes of Grade X SMA. Thesis. Biology Education Program, Faculty of Teacher Training and Education, PGRI University of Madiun. Advisors: (I) Dr. Muh. Waskito Ardhi, S.Pd., M.Pd.; (II) Dr. Pujiati, S.Si., M.Si.

Low student motivation and learning outcomes in Biology were identified as issues at SMAN 1 Jiwan. This study aimed to develop "BIOVUNO" card-based learning media using the Teams Games Tournament (TGT) model and to evaluate its effectiveness regarding students' motivation and learning outcomes in Biology. This was a Research and Development (R&D) study utilizing the ADDIE model. The research subjects consisted of 28 students from class XA at SMAN 1 Jiwan. A descriptive quantitative approach was employed. Research instruments included validation sheets for media and subject matter experts, a learning motivation questionnaire, and learning outcome tests (pre-test and post-test). Data were analyzed using statistical methods, specifically the Wilcoxon test, paired sample t-test, and N-Gain analysis. The results indicated that the media achieved a feasibility score of 96.43% from media experts and 89.28% from subject matter experts, placing it in the "highly feasible" category. Average learning motivation increased from 51,74% to 92,41%, with an N-Gain score of 0.84 (high category). Average learning outcomes improved from 43.21 to 88.04, with an N-Gain score of 0.81 (high category). Consequently, the TGT-based BIOVUNO card media was deemed highly feasible and effective in enhancing students' motivation and learning outcomes in Biology.

Keywords: *Teams Games Tournament* (TGT), BIOVUNO Card, Motivation to Learn, Learning Outcomes