

ABSTRACT

Anika Kustiani Sartika.2015. Team Effectiveness of Learning Method through Media Puzzle Games Tournament Against Kanji in Student Learning Outcomes Level II Japanese Literature Department STBA JIA. Essay. Japanese Language Study Program, Japanese Language Department, Faculty of Language and Art, State University of Jakarta.

This research is motivated by the total lack of face-to-face learning kanji and lack of variety in teaching methods in the course of starch in STBA JIA, Bekasi. This causes the learning results obtained be less than the maximum and learning activities are considered less variation in learning.

The purpose of this study was to determine the use of cooperative learning type learning methods TGT (Team Games Tournament) in the course of kanji as well as to examine the effectiveness of its use. The method used in this penilitan is qualitatively true experimental design. In this study the samples used were 53 students consisting of 28 students and 25 experimental class control class. Instruments used in the form of tests and questionnaires. Tests used in the form of a post-test is given at the end of the research study, data were obtained an average value obtained post-test experimental class is 8.02, while the control group gained an average value of 7.112. In addition, through the t-test known that thitung greater than ttabel. This is evidenced by the results thitung 2.8357 and ttabel value with significant level of 5% with degrees of freedom (db) of 51 degree obtained results signifikan 2.007 and at the level of 1% gain to 2.67 results. It shows that the type of learning method cooperative learning team games tournament in the learning kanji III proved to be effective.

Keywords: Effectiveness, Learning Kanji, team learning methods tournament games