

ABSTRAK

Siahaan, Sonya Julianti. 2026. Pengaruh Model Pembelajaran Kooperatif *Team Games Tournament* (TGT) berbantuan Aplikasi Kahoot Terhadap Kemahiran Membaca Teks Puisi Pada Siswa Kelas VIII SMP Negeri 6 Bintang Timur Tahun Pelajaran 2024/2025. Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing 1 Dra. Hj. Isnaini Leo Shanty, M.Pd. dan Pembimbing 2 Asri Lolita, S.Pd., M.Pd.

Penelitian ini memiliki tujuan yaitu untuk mendeskripsikan pengaruh model pembelajaran *Team Games Tournament* (TGT) berbantuan aplikasi Kahoot terhadap kemahiran membaca teks puisi siswa kelas VIII SMP Negeri 6 Bintang Timur dengan populasi 73 siswa dan sampel 44 siswa dalam pembelajaran Bahasa Indonesia. Jenis penelitian ini berupa deskriptif kuantitatif. Penelitian ini menggunakan metode eksperimen dengan *desain one group pretest posttest design*. Teknik pengumpulan data ini berupa tes objektif. Berdasarkan uji normalitas, data penelitian menunjukkan bahwa data berdistribusi normal. Hasil uji t-test nilai signifikansi $0.000 < 0.05$, sehingga dapat dinyatakan bahwa hipotesis diterima. Hal ini berarti ada pengaruh yang signifikan pada model pembelajaran kooperatif *Team Games Tournament* (TGT) berbantuan aplikasi Kahoot terhadap kemahiran membaca teks puisi pada siswa kelas VIII SMP Negeri 6 Bintang Timur Tahun Pelajaran 2024/2025.

Kata Kunci : Model Pembelajaran *Team Games Tournament* (TGT) Berbantuan Aplikasi Kahoot, Kemahiran Membaca Teks Puisi

ABSTRACT

Siahaan, Sonya Julianti. 2026. The Effect of the Team Games Tournament (TGT) Cooperative Learning Model Assisted by the Kahoot Application on Poetry Reading Proficiency in Grade VIII Students at SMP Negeri 6 Bintan Timur in the 2024/2025 Academic Year. Indonesian Language and Literature Education Study Program, Faculty of Teacher Training and Education, Raja Ali Haji Maritime University. Supervisor 1 Dra. Hj. Isnaini Leo Shanty, M.Pd. and Supervisor 2 Asri Lolita, S.Pd., M.Pd.

This study aims to describe the effect of the Team Games Tournament (TGT) learning model assisted by the Kahoot application on the poetry reading skills of eighth-grade students at SMP Negeri 6 Bintan Timur with a population of 73 students and a sample of 44 students in Indonesian language learning. This study is quantitative descriptive. This study used an experimental method with a one-group pretest-posttest design. The data collection technique was an objective test. Based on the normality test, the research data showed that the data were normally distributed. The t-test results showed a significance value of $0.000 < 0.05$, so it can be stated that the hypothesis is accepted. This means that there is an effect of the Team Games Tournament (TGT) cooperative learning model assisted by the Kahoot application on the poetry reading skills of eighth-grade students at SMP Negeri 6 Bintan Timur in the 2024/2025 academic year.

Keywords : Team Games Tournament (TGT) Learning Model Assisted by Kahoot Application, Poetry Reading Proficiency