ABSTRAK

Ariyani, Silvia. 2024. *Pengaruh Model Pembelajaran Kooperatif Tipe Think Talk Write Berbantuan Metode game based learning Terhadap Kemahiran Menulis Teks Anekdot Siswa Kelas X SMAN 4 Tanjungpinang Tahun Pelajaran 2023/2024*. Program Studi Pendidikan Bahasa dan Sastra Indonesia, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Maritim Raja Ali Haji. Pembimbing 1: Assist. Prof. Dra. Hj. Isnaini Leo Shanty., M.Pd. Pembimbing 2: Assist. Prof. Dr. Harry Andheska, S.Pd., M.Pd.

Penelitian ini bertujuan untuk mendeskripsikan pengaruh penerapan model pembelajaraan kooperatif tipe *think talk write* berbantuan metode *game based learning* terhadap kemahiran menulis teks anekdot siswa kelas X SMAN 4 Tanjungpinang tahun pelajaran 2023/2024. Jenis penelitian ini adalah eksperimen dengan metode quasi eksperimen. Pendekatan penelitian ini adalah kuantitatif. Populasi penelitian ini adalah seluruh siswa kelas X SMAN 4 Tanjungpinang tahun pelajaran 2023/2024. Sampel dalam penelitian ini berjumlah 56 orang yang diambil dengan teknik *cluster random sampling*. Sumber data dalam penelitian ini adalah hasil *pretest* dan *posttest* kemahiran menulis teks anekdot. Hasil Penelitian menunjukan bahwa terdapat pengaruh penggunaan model pembelajaran kooperatif tipe *think talk write* berbantuan metode *game based learning* terhadap kemahiran menulis teks anekdot siswa kelas X. hal ini didasarkan pada hasil uji nonparametrik *Mann Whitney* dengan nilai Z sebesar -2.225 dengan taraf signifikansi 5% sehingga menunjukan hasil sig (2-tailed) sebesar 0,026 dan dapat didapatkan hasil p-value $0,026 < 0,05$ yang artinya H_a diterima dan H_o ditolak. Oleh karena itu, dapat disimpulkan bahwa terdapat pengaruh yang signifikan antara model pembelajaran *think talk write* berbantuan metode *game based learning* dengan kemahiran menulis teks anekdot siswa kelas X.

Kata kunci: Model *think talk write*, metode *game based learning*, kemahiran menulis, teks anekdot

ABSTRACT

Ariyani, Silvia. 2024. The Influence of the Think Talk Write Type Cooperative Learning Model Assisted by Game Based Learning Methods on the Anecdotal Text Writing Skills of Class X Students of SMAN 4 Tanjungpinang in the 2023/2024 Academic Year. Indonesian Language and Literature Education Study Program, Faculty of Teacher Training and Education, Raja Ali Haji Maritime University. Guide 1: Assist. Prof. Dra. Hj. Isnaini Leo Shanty., M.Pd. Guide 2: Assist. Prof. Dr. Harry Andheska, S.Pd., M.Pd.

This research aims to describe the effect of implementing the think talk write cooperative learning model assisted by game based learning methods on the anecdotal text writing skills of class X students at SMAN 4 Tanjungpinang for the 2023/2024 academic year. This type of research is an experiment with a quasi-experimental method. This research approach is quantitative. The population of this research is all class X students of SMAN 4 Tanjungpinang for the 2023/2024 academic year. The sample in this study was 56 people taken using cluster random sampling technique. The data source in this research is the results of the pretest and posttest of anecdotal text writing skills. The research results show that there is an influence of the use of the think talk write type cooperative learning model assisted by game based learning methods on the anecdotal text writing skills of class The sig (2-tailed) result is 0.026 and you can get a p-value of $0.026 < 0.05$, which means H_a is accepted and H_o is rejected. Therefore, it can be concluded that there is a significant influence between the *think talk write* learning model assisted by the *game based learning* method and the anecdotal text writing skills of class X students.

Keywords: *Think talk write* **model,** *game based learning* **method, writing skills, anecdote text**