

ABSTRACT

Pramaysella, Risma. NIM 1860203223192. 2026. *The Effect of Baamboozle-based Teams Games Tournament (TGT) on English Learning Interest of Eighth-grade Students at MTsN 2 Blitar*. Skripsi. English Education Department. Faculty of Tarbiyah and Teacher Training. State Islamic University Sayyid Ali Rahmatullah Tulungagung. Advisor: Ringgi Candraning Prawerti, S.Pd.I, M.Pd.

Keywords: Baamboozle, Teams Games Tournament (TGT), English Learning Interest, English Language Learning.

Learning interest is one of the important factors influencing students' success in learning English. However, many students still demonstrate low learning interest due to learning processes that are less engaging and tend to be teacher-centered. Therefore, learning models and media that can create a more interactive and enjoyable learning environment are needed. This research aimed to investigate the effect of Baamboozle-based Teams Games Tournament (TGT) on the English Learning Interest of eighth-grade students at MTsN 2 Blitar. The research question is: "is there any significant effect of Baamboozle-based Teams Games Tournament (TGT) on students' interest in learning English among eighth-grade students at MTsN 2 Blitar?"

This research employed a quantitative approach using a quasi-experimental design with a pre-test and post-test. The research subjects consisted of two classes: an experimental class and a control class. Data were collected through a learning interest questionnaire administered before and after the treatment. The collected data were analyzed using a Paired Samples T-Test and Independent Samples T-Test through SPSS.

The findings showed that the p value was 0.023 and the calculated t value was 2.33. These results indicated that the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted. However, the N-Gain analysis revealed that the improvement remained in the low category. It can be concluded that Baamboozle-based Teams Games Tournament (TGT) was effective in improving the English learning interest of eighth-grade students at MTsN 2 Blitar.

ABSTRAK

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Kata Kunci: Baamboozle, Teams Games Tournament (TGT), Minat Belajar Bahasa Inggris, Pembelajaran Bahasa Inggris.

Minat belajar merupakan salah satu faktor penting yang mempengaruhi keberhasilan siswa dalam pembelajaran Bahasa Inggris. Namun, masih banyak siswa yang menunjukkan minat belajar yang rendah karena proses pembelajaran yang kurang menarik dan cenderung berpusat pada guru. Oleh karena itu, diperlukan model dan media pembelajaran yang dapat menciptakan suasana belajar yang lebih interaktif dan menyenangkan. Penelitian ini bertujuan untuk mengetahui pengaruh penerapan Baamboozle-berbasis Teams Games Tournament (TGT) terhadap minat belajar Bahasa Inggris siswa kelas 8 di MTsN 2 Blitar. Pertanyaan penelitian yang diajukan adalah: “Apakah terdapat perbedaan yang signifikan pada minat belajar Bahasa Inggris siswa sebelum dan sesudah penerapan Baamboozle-berbasis Teams Games Tournament (TGT).

Penelitian ini menggunakan pendekatan kuantitatif dengan desain quasi-experimental berupa pre-test dan post-test. Subjek penelitian terdiri atas dua kelas, kelas eksperimen dan kelas kontrol. Data dikumpulkan menggunakan angket minat belajar yang diberikan sebelum dan sesudah perlakuan. Data yang terkumpul dianalisis menggunakan *Paired Samples T-Test* dan *Independent Samples T-Test* melalui SPSS.

Hasil penelitian menunjukkan bahwa perolehan nilai p sebesar 0,023 dan nilai t hitung adalah 2,33. Hasil tersebut menunjukkan bahwa H_0 ditolak dan H_a diterima, Namun dengan catatan hasil analisis *N-Gain* menunjukkan bahwa peningkatan yang terjadi masih berada pada kategori rendah. Dapat disimpulkan bahwa Media Baamboozle-berbasis Teams Games Tournament (TGT) efektif dalam meningkatkan minat belajar Bahasa Inggris siswa kelas 8 di MTsN 2 Blitar.