

Putri Qomariyah. 2025. *Pengaruh Model Game Based Learning Berbantuan Kahoot Terhadap Hasil Belajar Siswa Materi Dasar Jaringan Komputer Kelas X TJKT*. Skripsi, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Evy Maya Stefany, S.Pd.,M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *Game Based Learning* berbantuan *Kahoot* terhadap hasil belajar siswa pada mata pelajaran Dasar-Dasar Teknik Jaringan Komputer dan Telekomunikasi kelas X TJKT SMKN 2 Bangkalan. Metode yang digunakan adalah quasi eksperimen dengan *desain nonequivalent control group*. Subjek penelitian terdiri dari dua kelas: kelas eksperimen (24 siswa) dan kelas kontrol (20 siswa). Sebelum perlakuan, rata-rata nilai *pretest* kelas eksperimen adalah 41,25, sedangkan kelas kontrol 39,75. Setelah perlakuan, rata-rata nilai *posttest* kelas eksperimen meningkat menjadi 84,38, jauh lebih tinggi dibanding kelas kontrol yang hanya 69,25. Tingkat ketuntasan belajar di kelas eksperimen mencapai 91,67% (22 dari 24 siswa), sementara kelas kontrol hanya 45% (9 dari 20 siswa). Analisis uji-t menunjukkan nilai $t_{hitung} = 3,691$ lebih besar dari $t_{tabel} = 2,074$, sehingga H_a diterima. Selain itu, nilai rata-rata uji *gain ternormalisasi* sebesar 74% menunjukkan kategori peningkatan yang cukup efektif. Hasil penelitian menyimpulkan bahwa model *Game Based Learning* berbantuan *Kahoot* efektif meningkatkan hasil belajar siswa. Oleh karena itu, model pembelajaran dan media ini direkomendasikan sebagai alternatif pembelajaran yang interaktif dan menyenangkan dalam mendukung Kurikulum Merdeka.

Kata Kunci: *Game Based Learning*, *Kahoot*, Hasil Belajar

Putri Qomariyah. 2025. The Effect of the Game Based Learning Model Assisted by Kahoot on Students' Learning Outcomes in Basic Computer Network Material for Grade X TJKT Students. Undergraduate Thesis, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Evy Maya Stefany, S.Pd., M.Pd.

ABSTRACT

This study aims to determine the effect of the Game Based Learning model assisted by Kahoot on student learning outcomes in the subject of Basic Computer and Telecommunications Networking Techniques for class X TJKT at SMKN 2 Bangkalan. The method used was a quasi-experiment with a nonequivalent control group design. The research involved two groups: an experimental class (24 students) and a control class (20 students). Prior to the intervention, the average pretest score of the experimental class was 41.25, while the control class scored 39.75. After the intervention, the average posttest score of the experimental class increased significantly to 84.38, compared to 69.25 in the control class. Mastery learning in the experimental group reached 91.67% (22 out of 24 students), whereas the control group reached only 45% (9 out of 20 students). The t-test showed a calculated t-value of 3.691, which exceeded the critical t-value of 2.074, confirming that the null hypothesis was rejected. Additionally, the normalized gain (N-Gain) average was 74%, indicating a fairly effective of learning improvement. These findings suggest that the Game Based Learning model using Kahoot has a significant positive impact on student learning outcomes. Therefore, the learning model and media are recommended as an engaging and interactive learning strategy to support the Merdeka Curriculum.

Keywords: Game Based Learning, Kahoot, Learning Outcomes