

ABSTRAK

Penelitian ini bertujuan untuk mengetahui bagaimana penggunaan model pembelajaran berbasis game dengan bantuan *Kahoot* mempengaruhi hasil belajar siswa dalam mempelajari materi Sistem Operasi untuk kelas X RPL di SMK Krian 1 Sidoarjo. Penelitian ini menggunakan pendekatan kuantitatif dengan metode quasi eksperimen dan desain kelompok kontrol yang tidak setara. Subjek penelitian terdiri dari 33 siswa di kelas eksperimen dan 35 siswa di kelas kontrol. Teknik pengumpulan data meliputi observasi, kuesioner, tes kemampuan belajar, dan pengumpulan dokumen. Analisis data dilakukan dengan metode uji normalitas, homogenitas, linearitas, regresi linear sederhana, uji t, serta N-Gain. Penelitian menunjukkan bahwa respons siswa terhadap pembelajaran masuk ke dalam kategori kuat, dengan persentase mencapai 81,52%. Hasil uji t menunjukkan bahwa nilai t hitung adalah 2,681 yang lebih besar dari nilai t tabel 2,040, sehingga hipotesis alternatif diterima. Nilai rata-rata N-Gain sebesar 0,562 masuk ke dalam kategori sedang. Dengan demikian, pembelajaran *Game Based Learning* menggunakan *Kahoot* memberikan dampak positif terhadap hasil belajar siswa.

Kata kunci: *Game Based Learning*, *Kahoot*, hasil belajar, sistem operasi.

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ABSTRACT

This study aims to determine the effect of using a game-based learning model with Kahoot on the learning outcomes of 10th-grade RPL students studying Operating Systems at SMK Krian 1 Sidoarjo. The study uses a quantitative approach with a quasi-experimental method and a non-equivalent control group design. The study sample consisted of 33 students in the experimental group and 35 students in the control group. Data were collected through observation, questionnaires, learning ability tests, and document collection. Data analysis was conducted using normality, homogeneity, and linearity tests; simple linear regression; t-tests; and N-Gain. The study revealed that student responses to the learning process were strong, reaching 81.52% of students. T-test results showed that the calculated t-value of 2.681 was greater than the table t-value of 2.040; thus, the alternative hypothesis was accepted. The average N-Gain value of 0.562 fell into the moderate category. Thus, game-based learning using Kahoot had a positive impact on student learning outcomes.

Keywords: *Game-Based Learning, Kahoot, learning outcomes, operating systems.*