

Diana Syifah. 2026. *Pengaruh Gamifikasi Berbasis Aplikasi Kahoot Dalam Model Blended learning Terhadap Hasil Belajar Siswa Kelas X Materi Sistem Komputer*. Skripsi, Program Studi Pendidikan Informatika, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Dr. Wanda Ramansyah, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya keterlibatan dan hasil belajar siswa pada mata pelajaran Informatika materi Sistem Komputer yang masih didominasi oleh metode pembelajaran konvensional. Penelitian ini bertujuan untuk mengetahui pengaruh penerapan gamifikasi berbasis aplikasi Kahoot dalam model *Blended learning* terhadap hasil belajar siswa kelas X, mengetahui keterlaksanaan pembelajaran, serta mengetahui respon siswa terhadap penerapan pembelajaran tersebut. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian *quasi experimental design* menggunakan pola *pretest-posttest control group design*. Subjek penelitian adalah siswa kelas X SMA Negeri 1 Arosbaya tahun ajaran 2025/2026 yang terdiri atas kelas eksperimen dan kelas kontrol dengan jumlah sampel sebanyak 60 siswa. Kelas eksperimen diberikan perlakuan berupa pembelajaran menggunakan model *Blended learning* berbantuan gamifikasi melalui aplikasi Kahoot, sedangkan kelas kontrol menggunakan pembelajaran konvensional. Teknik pengumpulan data yang digunakan meliputi tes, observasi, angket, dan wawancara. Data dianalisis menggunakan uji normalitas, uji homogenitas, dan uji hipotesis. Hasil yang diharapkan dari penelitian ini adalah adanya pengaruh positif penerapan gamifikasi berbasis aplikasi Kahoot dalam model *Blended learning* terhadap hasil belajar siswa kelas X pada materi Sistem Komputer. Selain itu, pembelajaran ini diharapkan dapat terlaksana dengan baik serta memperoleh respon positif dari siswa sehingga mampu meningkatkan hasil belajar siswa. Dengan demikian, penerapan gamifikasi berbasis aplikasi Kahoot dalam model *Blended learning* dapat menjadi alternatif strategi pembelajaran yang inovatif dan efektif dalam meningkatkan kualitas pembelajaran Informatika di SMA.

Kata kunci: gamifikasi, Kahoot, *Blended learning*, hasil belajar, sistem komputer.

Diana Syifah. 2026. The Effect of Kahoot-Based Gamification in the Blended learning Model on the Learning Outcomes of Tenth-Grade Students in Computer Systems. Bachelor's Thesis, Informatics Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Supervisor: Dr. Wanda Ramansyah, S.Pd., M.Pd.

ABSTRACT

Abstract: This study is motivated by the low level of student engagement and learning outcomes in the Informatics subject, particularly on Computer Systems material, which is still dominated by conventional teaching methods. This study aims to determine the effect of Kahoot application-based gamification in the Blended learning model on the learning outcomes of tenth-grade students, to identify the implementation of the learning process, and to determine students' responses to the application of the learning model. This study employed a quantitative approach using a quasi-experimental design with a pretest-posttest control group design. The subjects of this study were tenth-grade students of SMA Negeri 1 Arosbaya in the 2025/2026 academic year, consisting of an experimental class and a control class with a total sample of 60 students. The experimental class received treatment in the form of the Blended learning model integrated with gamification through the Kahoot application, while the control class received conventional learning. Data were collected through tests, observations, questionnaires, and interviews. The data were analyzed using normality tests, homogeneity tests, and hypothesis tests to determine the effect of the treatment on students' learning outcomes. The expected results of this study indicate that the implementation of Kahoot application-based gamification in the Blended learning model has a positive effect on the learning outcomes of tenth-grade students in Computer Systems material. In addition, this learning approach is expected to be implemented effectively and receive positive responses from students, thereby improving their motivation, activeness, and participation during the learning process. Therefore, the implementation of Kahoot application-based gamification in the Blended learning model can serve as an innovative and effective learning strategy to improve the quality of Informatics learning in senior high schools.

Keywords: *gamification, Kahoot, Blended learning, learning outcomes, computer systems.*