

Natasya Dhiba. 2024. *Pengaruh Model Problem Based Learning Berbasis Gamifikasi Kahoot Terhadap Hasil Belajar Siswa SMKN 1 Sepulu* Skripsi, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Puji Rahayu Ningsih, S.Pd.,M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh pembelajaran menggunakan *problem based learning* berbasis gamifikasi kahoot terhadap siswa kelas X TKJ materi Dampak Sosial Informatika di SMKN 1 Sepulu. Populasi penelitian ini adalah seluruh siswa kelas X TKJ SMKN 1 Sepulu. Sampel terdiri dari dua kelas: kelas eksperimen X TKJ 1 dengan 24 siswa dan kelas kontrol X TKJ 2 dengan 24 siswa. Penelitian ini menggunakan metode eksperimen semu dengan *Nonequivalent Control Group Design* dan pendekatan kuantitatif. Hasil penelitian menunjukkan 1) Berdasarkan uji signifikan dengan hasil $t_{hitung} > t_{tabel}$ atau $2,273 > 2,048$ sehingga H_a diterima, Hasil uji gain sebesar 0,616 menunjukkan pengaruh model ini dalam kategori sedang. 2) Aktivitas pelaksanaan pembelajaran menggunakan *problem based learning* berbasis gamifikasi kahoot menunjukkan hasil sangat baik, aktivitas guru memperoleh presentase 98,82% dengan kategori “sangat baik” dan aktivitas siswa memperoleh presentase 79,07% dengan kategori “baik”. 3) Respon siswa pada pembelajaran dengan model *problem based learning* berbasis gamifikasi kahoot memperoleh presentase 74,08% berkategori baik dari siswa. Berdasarkan beberapa data yang diperoleh maka dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *problem based learning* berbasis gamifikasi kahoot terhadap hasil belajar siswa pada materi Dampak Sosial Informatika kelas X TKJ.

Kata Kunci: gamifikasi, kahoot, *problem based learning*.

Natasya Dhiba. 2024. *The Effect of the Problem-Based Learning Model Based on Kahoot Gamification on Student Learning Outcomes at SMKN 1 Sepulu*. Undergraduate Thesis, Faculty of Education, Universitas Trunojoyo Madura. Supervisor: Puji Rahayu Ningsih, S.Pd., M.Pd.

ABSTRACT

This study aims to determine the influence of learning using problem-based learning based on kahoot gamification on students of class X TKJ Informatics Social Impact material at SMKN 1 Sepulu. The population of this study is all students of class X TKJ SMKN 1 Sepulu. The sample consisted of two classes: the experimental class X TKJ 1 with 24 students and the control class X TKJ 2 with 24 students. This study uses a pseudo-experimental method with Nonequivalent Control Group Design and a quantitative approach. The results of the study show that 1) Based on a significant test with the results of $t_{cal} > t_{table}$ or $2.273 > 2.048$ so that H_a is accepted, the results of the gain test of 0.616 show the influence of this model in the medium category. 2) The implementation of learning using problem-based learning based on kahoot gamification showed very good results, teacher activities obtained a percentage of 98.82% with the category of "very good" and student activities obtained a percentage of 79.07% with the "good" category. 3) Student responses to learning with a problem based learning model based on kahoot gamification obtained a percentage of 74.08% in the good category from students. Based on some of the data obtained, it can be concluded that there is an influence of the kahoot-based gamification-based problem-based learning model on student learning outcomes in the Social Impact of Informatics class X TKJ.

Keywords: *gamification, kahoot, problem based learning.*