

THESIS

**THE EFFECT OF KAHOOT! MEDIA USE ON STUDENTS' LEARNING
INTEREST IN GRADE X OF STATE VOCATIONAL HIGH SCHOOL 1
KOTABARU**

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ABSTRAC

Wahyu Setiawan Saputra. 2023. The Influence of Kahoot! Media Use on Interest Student Learning in Class X of SMK Negeri 1 Kotabaru. Main Supervisor Wisnu Subroto, SS, MA; Assistant Supervisor Sriwati, M. Pd.

During the COVID-19 pandemic, school learning was conducted through an online learning system that could be implemented anywhere with an internet connection. However, online learning caused a decline in student interest in history lessons at SMK Negeri 1 Kotabaru. Teachers also faced other challenges, such as a lack of facilities and infrastructure to use more interactive learning media, such as Kahoot!, which led to a decrease in student interest. This occurred because teachers tended to only use simple learning media such as PowerPoint (PPT). Learning media are tools or aids that can be used as intermediaries in the learning process to increase effectiveness and efficiency in achieving learning objectives.

This study aims to determine whether there is an effect of the use of Kahoot! media on students' learning interest in learning history at SMK Negeri 1 Kotabaru. This study uses a Quasi Experimental Design with a nonequivalent control group design. The population used in this study is class X of SMK Negeri 1 Kotabaru. With a purposive sampling technique, the sample of this study is class X RPL as the experimental class and class X AKL 2 as the control class. Data collection techniques in this study are questionnaires and documentation. The trial of the research instrument is carried out with validity and reliability tests. The data analysis technique will be tested three times, namely with prerequisite tests, homogeneity tests, and hypothesis tests.

The results of the calculation through the t-test, the learning interest data of the experimental class has an average of 118.1818, while the learning interest in the control class has an average of 80.2333. From these data, the Independent Samples Test shows that the significance value is $0.00 < 0.05$ so that H_0 is rejected, H_a is accepted. It can be concluded that after being given treatment using the t-test with the Independent Samples Test there is a significant influence between the use of Kahoot! Media on the learning interest of class X students at SMK Negeri 1 Kotabaru.

Keywords: Interest in Learning, Media Kahoot!, History Learning