

ABSTRAK

Pitriani, Ni Wayan (2023). Pengaruh Model Pembelajaran Game Based Learning berorientasi Kahoot Terhadap Motivasi Dan Hasil Belajar Bahasa Inggris Siswa Kelas V SD Negeri Gugus IV Kecamatan Banjar.

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Kata-kata kunci : Model Pembelajaran Game Based Learning, Kahoot, Motivasi Belajar dan Hasil Belajar Bahasa Inggris

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *game based Learning* berorientasi *Kahoot* terhadap motivasi dan hasil belajar bahasa Inggris baik secara simultan maupun sendiri-sendiri. Populasi penelitian ini adalah seluruh kelas V Gugus IV Kecamatan Banjar sebanyak 142 siswa. Penelitian ini tergolong jenis kuasi eksperimen dengan rancangan *post-test only control group design*. Penelitian ini menggunakan teknik purposive sampling. Kelompok eksperimen adalah siswa kelas V SDN 1 Banjar yang terdiri dari 28 orang, sedangkan kelompok kontrol adalah siswa kelas V SDN 9 Banjar yang berjumlah 26 orang. Data pada penelitian ini adalah angket untuk Motivasi belajar dan tes untuk Hasil Belajar Bahasa Inggris yang dianalisis dengan menggunakan MANOVA. Hasil penelitian menunjukkan bahwa pertama terdapat pengaruh model pembelajaran *game based learning* berorientasi *Kahoot* terhadap motivasi belajar siswa. Kedua tidak terdapat pengaruh model pembelajaran *game based learning* berorientasi *Kahoot* terhadap hasil belajar Bahasa Inggris siswa dan ketiga terdapat pengaruh model *game based learning* berorientasi *Kahoot* terhadap motivasi dan hasil belajar Bahasa Inggris siswa kelas V Gugus IV Kecamatan Banjar. Berdasarkan temuan tersebut, saran yang dapat disampaikan peneliti, terhadap guru adalah memanfaatkan fasilitas sekolah yang sudah disediakan dan menggunakan model pembelajaran yang sesuai dengan kebutuhan siswa termasuk menggunakan model pembelajaran *game based learning* berorientasi *kahoot* untuk meningkatkan motivasi dan hasil belajar siswa.

ABSTRACT

Pitriani, Ni Wayan (2023), *The effect of the Game Based Learning Model Oriented By Kahoot Toward Learning Motivation and English Learning Outcomes of 5th Grade Students in Cluster IV.*

This thesis has been corrected and approved by Advisor I: Dr Prof. Dr. Nyoman Dantes and Advisor II: Prof. Drs. Sariyasa, M.Sc., Ph.D.

Key words: Game Based Learning Model, Kahoot, Learning Motivation and English Learning Outcomes

This study aimed to determine the effect of game based learning model oriented by Kahoot toward motivation and English learning outcomes both simultaneously or individually. The population of this study was all 5th grade students Cluster IV, Banjar District, that totaling 142 students. This study classified as a quasi-experimental type with a post-test only control group design. This research used a purposive sampling technique. The experimental group was 5th grade students at SDN 1 Banjar that consist of 28 people meanwhile, the control group was consist of 26 students from SDN 9 Banjar. The data in this study were questionnaires for learning motivation and tests for English learning outcomes which were analyzed using MANOVA. Results of the study showed that firstly, there was an effect of game based learning model oriented by Kahoot toward students' learning motivation. Secondly, there was no effect of game based learning model oriented by Kahoot toward students' English learning outcomes. Thirdly, there was an effect of game based learning model oriented by Kahoot toward students' motivation and English learning outcomes of 5th grade students Cluster IV Banjar District. Based on these findings, the researchers' suggestion for teachers to utilize the school facilities that have been provided and use learning models that match students' needs, including using game-based learning model oriented by Kahoot to improve students' learning motivation and students' learning outcome.