

EFEKTIVITAS MODEL *GAME BASED LEARNING* BERBANTUAN *KAHOOT* DALAM MENINGKATKAN MINAT DAN PARTISIPASI BELAJAR GEOGRAFI SISWA DI SMA NEGERI 4 SINGARAJA

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ABSTRAK

Penelitian ini di latarbelakangi oleh rendahnya minat dan partisipasi belajar geografi siswa dalam pembelajaran geografi karena pembelajaran masih bersifat konvensional dengan minim sentuhan teknologi. penelitian ini bertujuan: (1) menganalisis efektivitas penerapan model *game based learning* berbantuan *kahoot* dalam meningkatkan minat belajar siswa dalam pembelajaran geografi di SMA Negeri 4 Singaraja. (2) menganalisis efektivitas model *game based learning* berbantuan *kahoot* dalam meningkatkan partisipasi belajar siswa dalam pembelajaran geografi di SMA Negeri 4 Singaraja. Berkenaan dengan itu dilakukan penelitian yang didesain sebagai penelitian eksperimen semu dengan pretest *posttest non equivalent control group design*. Penentuan sampel untuk menentukan kelompok eksperimen dan kelompok kontrol menggunakan random sampling dengan teknik undian pada pasangan kelas yang setara. data dikumpulkan menggunakan angket (minat belajar siswa) dan lembar observasi (partisipasi belajar geografi siswa) yang selanjutnya dianalisis secara deskriptif dan inferensial dengan uji beda (t-test). hasil penelitian menunjukkan: (1) model *game based learning* berbantuan *kahoot* efektif dalam meningkatkan minat belajar siswa dalam pembelajaran geografi di SMA Negeri 4 Singaraja. (2) model pembelajaran berbasis *game based learning* berbantuan *kahoot* efektif dalam meningkatkan partisipasi belajar siswa dalam pembelajaran geografi di SMA Negeri 4 Singaraja. Jadi dengan demikian, model *game based learning* berbantuan *kahoot* dapat dijadikan sebagai salah satu alternatif strategi pembelajaran yang inovatif dan efektif untuk meningkatkan kualitas pembelajaran geografi, khususnya dalam meningkatkan minat dan partisipasi belajar siswa di SMA Negeri 4 Singaraja.

Kata kunci: *Game based learning, kahoot, minat belajar, partisipasi belajar, pembelajaran geografi.*

KAHOOT-ASSISTED GAME-BASED LEARNING MODEL IN IMPROVING STUDENTS' INTEREST AND PARTICIPATION IN LEARNING GEOGRAPHY AT STATE SENIOR HIGH SCHOOL 4 SINGARAJA

ABSTRAK

This research is motivated by the low interest and participation of students in learning geography because learning is still conventional with minimal technological touch. This research aims to: (1) analyze the effectiveness of the application of the game based learning model assisted by Kahoot in increasing student interest in learning geography at SMA Negeri 4 Singaraja. (2) analyze the effectiveness of the game based learning model assisted by Kahoot in increasing student learning participation in learning geography at SMA Negeri 4 Singaraja. In this regard, a study was conducted which was designed as a quasi-experimental study with a pretest posttest non-equivalent control group design. Determination of the sample to determine the experimental group and the control group used random sampling with a lottery technique in pairs of equal classes. Data were collected using a questionnaire (student learning interest) and observation sheets (student geography learning participation) which were then analyzed descriptively and inferentially with a different test (t-test). The results of the study show: (1) the game based learning model assisted by Kahoot is effective in increasing student interest in learning geography at SMA Negeri 4 Singaraja. (2) The game-based learning model assisted by Kahoot is effective in increasing student participation in geography lessons at SMA Negeri 4 Singaraja. Therefore, the game-based learning model assisted by Kahoot can be used as an alternative, innovative and effective learning strategy to improve the quality of geography learning, particularly in increasing student interest and participation in geography at SMA Negeri 4 Singaraja.

Keywords: Game-based learning, Kahoot, learning interest, learning participation, geography learning.

