

ABSTRAK

PENGARUH MEDIA *AUDIOVISUAL* BERBASIS *GAME EDUCATION KAHOOT* TERHADAP HASIL BELAJAR PESERTA DIDIK KELAS IV PADA PEMBELAJARAN IPAS

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Penelitian ini membahas tentang rendahnya hasil belajar peserta didik pada mata pelajaran IPAS di kelas IV SD Nurul Huda *Islamic School*. Tujuan dari penelitian ini untuk mengetahui pengaruh media *audiovisual* berbasis *game education kahoot* terhadap hasil belajar peserta didik kelas IV pada pembelajaran IPAS. Teknik pengumpulan data menggunakan tes dan nontes. Menggunakan penelitian kuantitatif dengan desain *Quasi Eksperimen Design* dengan jenis *Non Equivalent Control Group Design*. Populasi berjumlah 90 peserta didik dan sampel yang digunakan 60 peserta didik, sampel ditentukan dengan teknik *random sampling*. Data dianalisis dengan uji regresi linier sederhana kemudian didapati pengaruh yang signifikan dari penggunaan media *audiovisual* berbasis *game education kahoot* terhadap hasil belajar peserta didik kelas IV pada pembelajaran IPAS SD Nurul Huda *Islamic School* yang ditunjukkan dengan perolehan nilai *sig. coefficients* $0,000 < 0,05$. Berdasarkan hasil tersebut maka H_0 ditolak dan H_a diterima, yang artinya terdapat pengaruh penggunaan media *audiovisual* berbasis *game education kahoot* terhadap hasil belajar peserta didik kelas IV pada pembelajaran IPAS SD Nurul Huda *Islamic School*.

Kata Kunci: *game education kahoot*, hasil belajar, media *audiovisual*

ABSTRACT

THE EFFECT OF KAHOOT EDUCATION GAME-BASED AUDIOVISUAL MEDIA ON STUDENTS' LEARNING OUTCOMES IN CLASS IV IN SCIENCE LEARNING

By

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This study discusses the low learning outcomes of students in the subject of science in grade IV at Nurul Huda Islamic School Elementary School. The purpose of this study was to determine the effect of audiovisual media based on educational game kahoot on the learning outcomes of grade IV students in science learning. The data collection techniques used tests and non-tests. This study employed quantitative research with a Quasi Experiment Design and a Non-Equivalent Control Group Design type. The population consisted 90 students and the sample used was 60 students, the sample was determined using a random sampling technique. The data were analyzed using a simple linear regression test, which showed a significant effect of the use of audiovisual media based on educational game kahoot on the learning outcomes of grade IV students in science learning at Nurul Huda Islamic School Elementary School, indicated by the acquisition of a significance coefficient value of $0.000 < 0.05$. Based on these results, H_0 is rejected and H_a was accepted, which means that there was an effect of the use of audiovisual media based on educational game kahoot on the learning outcomes of grade IV students in science learning at Nurul Huda Islamic School Elementary School.

Keywords: audiovisual media, kahoot ed ucational games, learning outcomes