

USING GAME BASED LEARNING ON STUDENTS' READING COMPREHENSION IN RECOUNT TEXT : Kahoot application

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Pendahuluan

- **Game Based Learning** is the use of games with serious intent (ie educational goals), as a tool that supports the learning process.
- **Reading comprehension** is the interaction between the reader and the text being considered to gain knowledge and insight from the text in question. (Lumbantobing, 2020).
- **Kahoot** is a platform for game based learning that is used to increase student understanding, and as a new innovation in learning in this modern era (Wang & Tahir, 2020).

Pertanyaan Penelitian (Rumusan Masalah)

- Is there any different on students reading comprehension before and after the implementation of Kahoot application?

Metode

- 1. Research Design : Quantitative research with pre experimental**
- 2. Research Setting : SMP Muhammadiyah 4 Gempol**
- 3. Population : This study use a population of 20 students**
- 4. Sample : Saturated sampling**
- 5. Data Collection : Pre test & Post test**
- 6. Data analysis :**
 - Normality test**
 - T test**

Hasil

Normality test

N		Unstandardized Residual	20
Normal Parameters ^{a,b}	Mean		,0000000
	Std. Deviation		3,82379743
Most Extreme Differences	Absolute		,161
	Positive		,161
	Negative		-,092
Test Statistic			,161
Asymp. Sig. (2-tailed)			,185 ^c
a. Test distribution is Normal.			
b. Calculated from data.			
c. Lilliefors Significance Correction.			

Sig. 0.185 = > 0,5
The significance value of 0.185
is more than 0.05

Hasil

Paired T test

		Paired Samples Test							
		Paired Differences							
		Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference		t	df	Sig. (2-tailed)
					Lower	Upper			
Pair 1	Pretest - Posttest	-15,45000	5,82621	1,30278	-18,17675	-12,72325	-11,859	19	,000

The t-test results of the data between the pre-test and post-test scores show that the p-value sig. (2-tailed) 0.000 or less than 0.5.

Pembahasan

- The Kahoot application is used through a smartphone or laptop which makes learning flexible because it can be done anytime and anywhere by students and this application is included in game based learning.
- In the Kahoot has many features, themes and animated images in the Kahoot that can be used. The features used are quiz features using the summer theme in this theme students as players can choose animal animation characters then there are also rewards after using this application it makes learning fun and enjoyable.

Temuan Penting Penelitian

Kahoot application is a game-based learning media so that learning becomes more interesting and students are motivated to learn. In addition, Kahoot can be used for free so that everyone can access this application especially this application can be used anywhere and anytime by using a laptop or smartphone during the learning process.

The results is any different in student scores before and after using the Kahoot on student reading comprehension in eighth grade junior high school.

Manfaat Penelitian

The benefits of this research are that teachers in the classroom can use the Kahoot application as a medium that is easy to use and access, because this application can attract students' interest in learning as evidenced by the results of this study, there is an increase in grades after using this application and also this application is always updated regarding features, images, and themes.

Referensi

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