

DECLARATION

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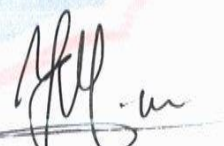
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Penulis

Eka Fitriyani

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ABSTRACT

Eka Fitriyani. 2024. *The Effect of Khoot Toward Students' Interest in Learning English at SMPN 4 ANGGERAJA.* (Suprvised by Badaruddin and Sywal).

Interest in learning is very important for students. With interest, educators can create a more effective and enjoyable learning environment that will ultimately improve student academic achievement. Kahoot is an alternative choice from several kinds of interactive learning media that makes the learning atmosphere not monotonous. The purpose of this study is to determine whether there is an influence on the use of the Kahoot Application on student learning interest, especially in learning English in the eighth grade of SMP N 4 Anggeraja.

This research is an ex post-facto research with a quantitative approach. Ex post facto research is a research method conducted after an event or phenomenon occurs, with the aim of finding causes or factors that may affect changes in behavior or certain symptoms. In this study, researchers did not manipulate or treat variables but only observed and analyzed existing data. The students who participated in this study were 23 students. Variable X in this study is Kahoot App as the independent variable, while variable Y is interested in learning English as the dependent variable. Based on the data analysis and discussion of the research results, it can be concluded that the use of the Kahoot application in the teaching and learning process is very supportive so that learning takes place cheerfully, actively, and effectively. However, the majority of students in UPT SMP N 4 Anggeraja's desire to use the Kahoot application is quite high, but the majority of students' interest in learning English is still in the medium category. This shows that students' interest in learning English must be improved more.

Keywords: Learning Interest, Kahoot Application, Ex post-facto design

ABSTRAK

Eka Fitriyani. 2024. The Effect of Khoot Toward Students' Interest in Learning English at SMPN 4 ANGGERAJA. (Dibimbing oleh Badaruddin dan Syawal).

Minat belajar merupakan hal yang sangat penting dimiliki oleh siswa. Dengan adanya minat, pendidik dapat menciptakan lingkungan belajar yang lebih efektif dan menyenangkan yang pada akhirnya akan meningkatkan prestasi akademik siswa. Kahoot merupakan alternatif pilihan dari beberapa macam media pembelajaran interaktif yang membuat suasana belajar tidak monoton. Tujuan dari penelitian ini adalah untuk mengetahui apakah terdapat pengaruh pada penggunaan Aplikasi Khoot terhadap minat belajar siswa utamanya dalam pembelajaran Bahasa Inggris pada kelas delapan SMP N 4 Anggeraja.

Penelitian ini merupakan penelitian ex post-facto dengan pendekatan kuantitatif. Penelitian ex post facto adalah metode penelitian yang dilakukan setelah suatu peristiwa atau fenomena terjadi, dengan tujuan untuk menemukan penyebab atau faktor yang mungkin mempengaruhi perubahan perilaku atau gejala tertentu. Dalam penelitian ini, peneliti tidak melakukan manipulasi atau perlakuan terhadap variabel, melainkan hanya mengamati dan menganalisis data yang sudah ada. Siswa yang berpartisipasi dalam penelitian ini sebanyak 23 siswa. Variabel X dalam penelitian ini adalah Aplikasi Kahoot sebagai variabel bebas, sedangkan variabel Y adalah minat belajar bahasa Inggris sebagai variabel terikat. Berdasarkan analisis data dan pembahasan hasil penelitian, dapat disimpulkan bahwa penggunaan aplikasi Kahoot dalam proses belajar mengajar sangat mendukung agar pembelajaran berlangsung dengan ceria, aktif, dan efektif. Namun demikian, mayoritas keinginan siswa di UPT SMP N 4 Anggeraja untuk menggunakan aplikasi Kahoot cukup tinggi, namun minat belajar siswa dalam belajar bahasa Inggris mayoritas masih dalam kategori sedang. Hal ini menunjukkan bahwa minat siswa dalam belajar bahasa Inggris harus ditingkatkan lagi.

Kata Kunci: Minat belajar, Aplikasi Kahoot, Desain Expost-facto