

## **ABSTRACT**

Senlytiana Karlina, 2019. *Smartphone application usage using Kahoot Game to improve the results of biological Study on the concept of animal tissues in high school Pasundan Banjaran*. The first Supervisor: Prof. Dr. H. Toto Sutarto Gani Utari, M. Pd. and mentor two: Dr. Hj. Mia Nurkanti, M. Kes.

*The research aims to determine if kahoot media games can improve student learning outcomes on the concept of animal tissue. The subject of this study was the class XI MIPA 5 at High School Pasundan Banjaran in 2019/2020 which served as a sample is a student of 31 people using purposive sampling technique. The research method used is pre-experimental with one group Pretest-posttest Design research design. The measured parameters are test student learning results. Research instruments used to test students ' learning outcomes in the form of 20 multiple-choice questions. From the results of the study obtained average pretests value of 60.00 and the average posttest 80.00 with the highest N-Gain value of 0.71 and the current N-Gain value of 0.38 and the lowest N-Gain of 0.29, this suggests that the ability s study result of students experience improvement after learning using kahoot game learning media. So it can be concluded that student learning results can increase through the learning application of Kahoot games.*

**Keywords:** *Student learning results, Kahoot Media Game*