

# **THE INFLUENCE OF INTERACTIVE MULTIMEDIA USE OF KAHOOT ON THE RESULTS OF STUDENTS LEARNING IN BASIC SCHOOL**

(Quasi-Research Experiment for Class V Giriharja State Elementary School 01  
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## **ABSTRACT**

This study aims to: 1) Know how the influence of the use of Kahoot interactive multimedia on the learning outcomes of students in class V SD Negeri Giriharja 01. 2) To find out how much significant influence the use of Kahoot interactive multimedia on student learning outcomes in class V SD Negeri Giriharja 01. This research is motivated by the learning outcomes that are less than the maximum and the selection of learning media that is less in accordance with the characteristics of students who are familiar with the digital world. Learning media is one of the factors that support student learning outcomes. This research was conducted in class V SD Negeri Giriharja 01, Margaasih District, Bandung Regency. The sampel used in this study were 40 students and the sampling technique used in this study was to use the "Non Probability Sampling Purposive Sampling" technique which sets respondents as samples based on specific goals or certain criteria, not based on random and level. The research method used was a Quasi Experiment research method with the form of Nonequivalent control group design. Data collection techniques used are tests, with data processing techniques normality test, linearity test, simple linear regression analysis and coefficient of determination. The results showed that there was an influence of the use of Kahoot interactive multimedia on student learning outcomes. This can be seen from the results of data processing that the results of simple linear regression analysis there is a significant value of  $0.030 < 0.05$  means that there is an influence of the use of interactive multimedia kahoot on student learning outcomes .. To find out how much influence the variable X (Interactive Multimedia Kahoot) on the variable Y (Student learning outcomes), then the coefficient of determination is used with the calculation result of 23.7%. So it can be concluded the use of Kahoot interactive multimedia can improve student learning outcomes with the magnitude of the influence of Kahoot interactive multimedia on student learning outcomes by 23.7%.

Keywords: Kahoot interactive multimedia, Student learning outcomes.