

ABSTRACT

THE INFLUENCE OF STUDENTS ON LEARNING MEDIA BASED ON KAHOOT EDUCATION GAMES ON LEARNING ACTIVITY CLASS XII IPS IN SMA PASUNDAN 2 BANDUNG (Survey on Economy Class XII - IPS Subject at SMA Pasundan 2 Bandung Academic Year 2019/2020)

Nur Fathriyah Putri Sholihah
165020008

This research is motivated by the not optimal learning in Economics in increasing the learning activity of students. This study aims to determine: (i) The effect of learning media based on kahoot education games by students of class XII - IPS SMA Pasundan 2 Bandung, (ii) active learning of class XII - IPS SMA Pasundan 2 Bandung, (iii) The influence of students on the media Learning based on kahoot educational games on the active learning of class XII - IPS SMA Pasundan 2 Bandung. The research method used was a survey using a quantitative approach involving 99 students as a sample consisting of 4 classes, namely students of class XII - IPS at SMA Pasundan 2 Bandung in the 2019-2020 Academic Year. The results showed a recapitulation of the average score of respondents' responses regarding (i) the effect of learning media based on kahoot education games 4.02 (44.31%) in the "very good" category. (ii) Student learning activeness class XII - IPS SMA Pasundan 2 Bandung amounted to 4.09 (45.07%) with the category "very good". Based on the data analysis that has been carried out through the calculation of the coefficient of determination, the research results show that the effect of learning media based on the kahoot education game and its effect is 11.6% on student learning activeness.

Keywords: Learning Media Based on Kahoot Educational Games, Learning Activeness