

# **INCREASING LEARNING OUTCOMES OF ELEMENTARY SCHOOL STUDENTS USING KAHOOT MEDIA DURING THE COVID-19 PANDEMIC**

(Quasi-Experimental Research on Fourth Grade Students at SDN 164 Karangpawulang Bandung during the Covid-19 Pandemic)

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## **ABSTRACT**

This study has the following objectives: 1) To obtain an overview of the learning outcomes of elementary school students in class IV SDN 164 Karangpawulang Bandung. 2) To obtain student learning outcomes by using Kahoot media in grade IV elementary school students at SDN 164 Karangpawulang Bandung. 3) To obtain an overview of the improvement in learning outcomes of fourth grade elementary school students at SDN 164 Karangpawulang Bandung by using Kahoot media during the Covid-19 pandemic. This research is motivated by learning carried out with systems in the network (online) and the lack of use of digital technology. Learning media is one of the important components to support student learning outcomes. This research was conducted in the fourth grade of SDN 164 Karangpawulang Bandung. The sample used in this study was 58 students, namely class IVA as the control class and class IVD as the experimental class. The research method used is a quasi-experimental method in the form of pretest-posttest control group design. Data collection techniques used are tests, with data processing techniques normality test, homogeneity test, t-test and N-Gain test. The results showed that there was an influence in the use of Kahoot learning media on student learning outcomes during the Covid-19 pandemic. The t-test results show a significance value of  $0.005 < 0.05$  which means that  $H_0$  is rejected or there is an effect of using Kahoot media on student learning outcomes during the Covid-19 pandemic. The increase in learning outcomes for the experimental class increased by 35.12% and the control class by 18.12%. So it can be concluded that the use of Kahoot media can improve learning outcomes in grade IV elementary school students at SDN 164 Karangpawulang Bandung.

Keywords: Media Kahoot, student learning outcomes