

***Application Of Teaching Media Assisted By Kahoot Application To Build
Students' Creative Thinking Ability***

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Abstract

Online learning activities (on the network) is a policy to reduce the positive number of covid-19. "The COVID-19 outbreak has hit countries in the world, this is a challenge in itself in the world of education. This online learning resulted in a decrease in students' learning enthusiasm, a lack of enthusiasm when the learning process took place, and a decrease in student learning outcomes. Kahoot is one of the alternative choices from several interactive teaching media, which makes the learning process more enjoyable from the standpoint of students and educators because the Kahoot application focuses on learning styles that involve student-active relationships. The purpose of the study is to prove that the application of teaching media assisted by the Kahoot application can build students' creative thinking skills. Research conducted with a quantitative approach. The type of research carried out is experimental research with a One group pre-test post-test design with a sample of class X MIPA students at SMAN 1 Bongas which was held on 3 and 4 May 2021, data obtained by test and non-test techniques (observation and questionnaire) . The results showed the percentage of each aspect of creative thinking skills based on the test, namely the fluency aspect of 88%, flexibility of 79%, originality of 72%, elaboration of 78% this shows the achievement of the desired value. Based on the results of research that has been carried out by applying rocky media, the Kahoot application to ecosystem materials has a significant influence on the creative thinking ability of class X students at SMAN 1 Bongas, Kahoot can stimulate students to explore the material presented.

Keywords: *Kahoot, creative thinking, ecosystem*