

**IMPLEMENTATION OF GAME-BASED LEARNING ASSISTED BY
KAHOOT IN LEARNING ANALYZING THE CONTENT, STRUCTURE,
AND LANGUAGE FEATURE OF NEGOTIATING TEXT IN CLASS X SMK
BINA WARGA BANDUNG IN ACADEMIC YEAR 2022/2023**

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ABSTRACT

This research is motivated by the low ability of students in analyzing negotiating texts that focus on content, structure, and language feature. This is due to the lack of variation of educators in choosing teaching methods and media. Selection of varied teaching methods and media can increase motivation and interest in learning. The purpose of this study was to assess the author's ability to plan, implement, and assess learning using game-based learning assisted by Kahoot in analyzing the content, structure, and language feature of negotiating texts; examine the abilities of students who use game-based learning assisted by Kahoot; examine the effectiveness of game-based learning assisted by Kahoot in learning to analyze the content, structure, and language feature of negotiating texts; and examine the differences in the abilities of the experimental class which applied game-based learning assisted by Kahoot and the control class which applied the discussion method. The research method used is a quantitative method with a quasi-experimental. The form of the research design is the pretest-posttest control group design. The data obtained are the pretest and posttest results from the experimental and control classes at SMK Bina Warga Bandung class X. The results of this study prove that: 1) the writer is able to plan, implement, and assess learning by obtaining an average of 3.7 on planning and 3.6 on implementation; 2) the ability of students increases at the pretest mean of 75 to 91.25 in the posttest; 3) game-based learning assisted by Kahoot is effective in learning to analyze the content, structure, and language of negotiating text, as evidenced by the results of the mann-whitney test showing asymp. Sig. 0.000; and 4) there are differences in the abilities of students in the experimental class and the control class, as evidenced by the wilcoxon test results showing asymp. Sig. In the experimental and control classes is 0.000. Thus, game-based learning assisted by Kahoot can be used as a choice of teaching methods and media.

Keywords: *game-based learning, Kahoot, negotiating text*