THE EFFECT OF USING A GAME BASED LEARNING MODEL ASSISTED BY THE "KAHOOT" APPLICATION ON IMPROVING STUDENTS IPAS LEARNING OUTCOMES

(Quasi Experimental Research in Grade 5 Elementary School)

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Students are more interested in learning using internet-based media, it's just that in learning the teacher still uses conventional learning. As a result, the learning outcomes of class 5D students in IPAS learning are quite low. This is the background for the author to use a *game-based learning* model with the help of Kahoot application media. This study aims to determine how much influence the use of *game-based learning* model assisted by Kahoot application on IPAS learning outcomes of students in class 5D SDN 033 Asmi Bandung. The method used in this research is quantitative with the type of *quasi-experimental* research. The population in this study was grade 5 SDN 033 Asmi Bandung, and the research sample amounted to 52 people. 26 VD class students as the experimental class and 26 VA class students as the control class. The instruments used in this study were tests (*pretest* and *posttest*) observation sheets of student and teacher activities. The results of the N-Gain test obtained in the experimental class were 0.47 with a percentage of 47% including moderate criteria. While the N-Gain results in the control class amounted to 0.47 with a percentage of 47% including moderate criteria. From the results that have been obtained, it can be seen that the learning outcomes of the experimental class have a greater improvement than the control class with the N-Gain test results of 0.47 while the control class obtained a result of 0.36. Therefore, the increase in student learning outcomes using the *game-based learning* model assisted by the Kahoot application is higher than the class using the conventional model.

Keywords: *Game Based Learning,* Kahoot, Learning Outcomes