

## ABSTRAK

Desvi Uri Novita Sari. (2023). Skripsi. Pengaruh Model Pembelajaran *Problem Based Learning* Berbantu Aplikasi *Kahoot!* Terhadap Hasil Belajar Peserta Didik (Studi Quasi Eksperimen Mata Pelajaran Ekonomi pada Konsep Pertumbuhan dan Pembangunan Ekonomi Kelas XI IPS SMAN 1 Ciwaringin Tahun Ajaran 2022/2023). Jurusan Pendidikan Ekonomi Fakultas Keguruan dan Ilmu Pendidikan Universitas Siliwangi Tasikmalaya. Dibawah Bimbingan Ai Nur Solihat, M.Pd. dan Sri Hardianti Sartika, M.Pd.

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Fokus penelitian ini adalah rendahnya hasil belajar peserta didik dalam mata pelajaran ekonomi di kelas XI IPS SMA Negeri 1 Ciwaringin. Penelitian ini bertujuan untuk mengetahui pengaruh model *Problem Based Learning* berbantu aplikasi *Kahoot!* terhadap hasil belajar peserta didik. Menggunakan metode Quasi eksperimen dengan pendekatan kuantitatif. Teknik pengumpulan data menggunakan soal tes pilihan ganda sebanyak 50 soal dan soal essay sebanyak 10 soal. Populasi penelitian ini adalah seluruh peserta didik kelas XI IPS SMA Negeri 1 Ciwaringin sebanyak 123 peserta didik. Sampel yang digunakan dalam penelitian ini adalah kelas XI IPS 1 dan kelas XI IPS 2 yang diambil dengan teknik *purposive sampling*. Berdasarkan hasil penelitian menunjukkan bahwa terdapat perbedaan peningkatan hasil belajar peserta didik pada mata pelajaran ekonomi dengan materi pertumbuhan dan pembangunan ekonomi antara kelas eksperimen yang menggunakan model pembelajaran *Problem Based Learning* dengan kelas kontrol yang menggunakan model pembelajaran *Contextual Teaching and Learning*. Hal ini dapat ditunjukkan berdasarkan perolehan rerata N-Gain untuk kelas eksperimen adalah 0,746, sedangkan perolehan rerata N-Gain kelas kontrol lebih kecil yaitu 0,646. Selain itu berdasarkan uji *Independent Samples T Test* diperoleh nilai signifikansi (*2-Tailed*)  $0,000 < 0,05$ . Hasil analisis dan perhitungan tersebut menunjukkan bahwa model pembelajaran *Problem Based Learning* berbantu aplikasi *Kahoot!* berpengaruh meningkatkan hasil belajar peserta didik.

**Kata Kunci:** Hasil Belajar, *Problem Based Learning*, Aplikasi *Kahoot!*

## **ABSTRACT**

*Desvi Uri Novita Sari. (2023). Skripsi. The Influence of the Problem Based Learning Model Assisted by the Kahoot! Application Against Student Learning Outcomes (Quasi Experimental Study of Economics Subject on the Concept of Economic Growth and Development for Class XI IPS SMAN 1 Ciwaringin Academic Year 2022/2023). Department of Economic Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya. Under the Guidance of Ai Nur Solihat, M.Pd. and Sri Hardianti Sartika, M.Pd.*

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*The focus of this research is the low learning outcomes of students in economics subjects in class XI IPS SMA Negeri 1 Ciwaringin. This study aims to determine the effect of the Problem Based Learning model assisted by the Kahoot! on student learning outcomes. Using a quasi-experimental method with a quantitative approach. The data collection technique used 50 multiple choice test questions and 10 essay questions. The population of this study were all students of class XI Social Sciences at SMA Negeri 1 Ciwaringin with a total of 123 students. The samples used in this study were class XI IPS 1 and class XI IPS 2 which were taken by purposive sampling technique. Based on the results of the study, it was shown that there were differences in increasing student learning outcomes in economics subjects with economic growth and development material between the experimental class using the Problem Based Learning learning model and the control class using the Contextual Teaching and Learning learning model. This can be shown based on the average N-Gain gain for the experimental class which is 0.746, while the average N-Gain gain for the control class is smaller, namely 0.646. Besides that, based on the Independent Samples T Test, a significance value (2-Tailed) was obtained  $0.000 < 0.05$ . The results of the analysis and calculations show that the Problem Based Learning model is assisted by the Kahoot! influence on improving student learning outcomes.*

**Keywords: Learning Outcomes, Problem Based Learning, Kahoot! Application**