

ABSTRAK

DIAN MAULIDA SUDIRMAN, NIM : 7201141003. Pengaruh Model Pembelajaran *Problem Based Learning* Dengan Menggunakan Media *Kahoot* Terhadap Keaktifan Belajar Dan Hasil Belajar Ekonomi Siswa Kelas XI SMAN 7 Medan. Skripsi Jurusan Ekonomi Program Studi Pendidikan Ekonomi, Fakultas Ekonomi Universitas Negeri Medan 2024.

Masalah dalam penelitian ini adalah rendahnya hasil belajar serta keaktifan siswa dalam proses pembelajaran ekonomi kelas XI IPS SMAN 7 Medan. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan model *Problem Based Learning* dengan menggunakan media *Kahoot* terhadap keaktifan belajar dan hasil belajar ekonomi siswa. Populasi dalam penelitian ini adalah seluruh siswa kelas XI IPS SMAN 7 Medan dengan jumlah sampel 60. Teknik yang digunakan dalam pengambilan sampel adalah *Purposive Sampling*. Metode penelitian yang digunakan adalah Quasi Eksperimen. Teknik analisis data yang digunakan uji normalitas, uji homogenitas, uji keaktifan belajar, dan uji hipotesis. Hasil penelitian ini menunjukkan bahwa keaktifan belajar peserta didik di kelas eksperimen lebih tinggi dari kelas kontrol yaitu 15 peserta didik di kelas eksperimen yang tergolong sangat tinggi tingkat keaktifan dan 15 peserta didik tergolong tinggi. Hasil belajar yang diajarkan dengan model *problem based learning* dengan menggunakan media kahoot lebih tinggi dari hasil belajar yang diajarkan dengan model konvensional, dimana rata-rata kelas eksperimen 37,79 (pre-test) meningkat menjadi rata-rata 81,5 (post-test). Hasil tersebut menunjukkan bahwa penggunaan model pembelajaran *problem based learning* dengan menggunakan media *kahoot* pada pelajaran ekonomi dapat meningkatkan keaktifan dan hasil belajar peserta didik kelas XI IPS SMAN 7 Medan. Hal tersebut diperoleh dari hasil uji t menunjukkan bahwa hipotesis keaktifan belajar $t_{hitung} > t_{tabel}$ ($3,394 > 1,671$), sehingga hipotesis penelitian diterima. Sedangkan hipotesis hasil belajar diperoleh $t_{hitung} > t_{tabel}$ ($4,277 > 1,671$), sehingga hipotesis penelitian diterima.

Kata kunci: *Problem Based Learning*, *Kahoot*, Quasi Eksperimen, keaktifan



ABSTRACT

DIAN MAULIDA SUDIRMAN, NIM: 7201141003. The Influence of the Problem Based Learning Model Using Kahoot Media on Learning Activeness and Economic Learning Outcomes of Class XI Students at SMAN 7 Medan. Thesis, Department of Economics, Economic Education Study Program, Faculty of Economics, Medan State University 2024.

The problem in this research is the low learning outcomes and student activity in the economics learning process for class XI IPS SMAN 7 Medan. This research aims to determine the effect of using the Problem Based Learning model using Kahoot media on students' learning activity and economic learning outcomes. The population in this study were all students of class XI IPS at SMAN 7 Medan with a sample size of 60. The technique used in sampling was purposive sampling. The research method used is Quasi Experimental. The data analysis techniques used were normality tests, homogeneity tests, learning activeness tests, and hypothesis tests. The results of this research show that the learning activeness of students in the experimental class is higher than the control class, namely 15 students in the experimental class are classified as very high levels of activeness and 15 students are classified as high. The learning outcomes taught using the problem based learning model using Kahoot media are higher than the learning outcomes taught using the conventional model, where the experimental class average was 37.79 (pre-test) increasing to an average of 81.5 (post-test).). These results show that the use of the problem based learning model using Kahoot media in economics lessons can increase the activity and learning outcomes of class XI IPS students at SMAN 7 Medan. This was obtained from the results of the t test showing that the hypothesis of learning activeness $t_{count} > t_{table}$ ($3.394 > 1.671$), so the research hypothesis was accepted. Meanwhile, the learning outcome hypothesis obtained $t_{count} > t_{table}$ ($4.277 > 1.671$), so the research hypothesis was accepted.

Keywords: *Problem Based Learning*, Kahoot, Quasi Experiment, activeness

