

ABSTRAK

Agnes Juwita Wati Zebua, NIM 3213131042, Pengembangan Media Evaluasi Hasil Belajar Berbasis Kahoot pada Materi Penginderaan Jauh Kelas X SMAN 1 Alasa Kabupaten Nias Utara Semester Ganjil T.A 2025/2026. Skripsi, Jurusan Pendidikan Geografi Fakultas Ilmu Sosial Universitas Negeri Medan, 2025.

Penelitian ini bertujuan untuk: (1) mengembangkan media evaluasi hasil belajar berbasis Kahoot pada materi Penginderaan Jauh, (2) mengetahui kelayakan media berdasarkan penilaian ahli materi dan ahli media, serta (3) mengetahui respon siswa terhadap penggunaan media tersebut. Penelitian ini merupakan penelitian dan pengembangan (R&D) menggunakan model ADDIE yang meliputi tahap *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Penelitian dilaksanakan di SMAN 1 Alasa dengan subjek 34 siswa kelas X Uranus.

Hasil penelitian menunjukkan bahwa: (1) pengembangan media menggunakan model ADDIE menghasilkan media evaluasi berbasis Kahoot yang sesuai dengan kebutuhan siswa dan karakteristik materi, (2) kelayakan media menunjukkan skor sebesar 4,42 dan ahli materi sebesar 4,8 dengan kategori “Sangat Layak”, dan (3) respon siswa terhadap penggunaan media mencapai 91% dengan kategori “Sangat Baik”. Dengan demikian, media evaluasi hasil belajar berbasis Kahoot dinyatakan layak dan efektif digunakan sebagai sarana evaluasi pembelajaran geografi pada materi Penginderaan Jauh.

Kata Kunci: pengembangan media, evaluasi hasil belajar, Kahoot, penginderaan jauh, geografi

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ABSTRACT

Agnes Juwita Wati Zebua, NIM 3213131042. Development of Kahoot-Based Learning Outcome Evaluation Media on Remote Sensing Material for Grade X Students at SMAN 1 Alasa, North Nias Regency, Odd Semester of the 2025/2026 Academic Year. Undergraduate Thesis, Department of Geography Education, Faculty of Social Sciences, Universitas Negeri Medan, 2025.

This study aims to: (1) develop Kahoot-based learning outcome evaluation media on Remote Sensing material, (2) determine the feasibility of the media based on assessments by material experts and media experts, and (3) identify students' responses to the use of the media. This research is a Research and Development (R&D) study using the ADDIE model, which consists of the stages of analysis, design, development, implementation, and evaluation. The study was conducted at SMAN 1 Alasa with 34 students of class X Uranus as the research subjects.

The results of the study indicate that: (1) the development of the media using the ADDIE model produced a Kahoot-based evaluation media that is appropriate to students' needs and the characteristics of the material; (2) the feasibility assessment by the media expert obtained a score of 4.42 and by the material expert a score of 4.8, both categorized as "Very Feasible"; and (3) students' responses to the use of the media reached 91% with the category "Very Good." Therefore, the Kahoot-based learning outcome evaluation media is declared feasible and effective to be used as an evaluation tool in geography learning, particularly on Remote Sensing material.

Keywords: media development, learning outcome evaluation, Kahoot, remote sensing, geography