

ABSTRAK

Agnes Roma Anggita Saragi, NIM : 7201144003. “Pengaruh Model Pembelajaran Discovery Learning Berbantuan Media Kahoot Terhadap Hasil Belajar Elemen Sistem Informasi dan Komunikasi Organisasi SMKN 6 MEDAN T.A 2023/2024. Skripsi, Jurusan Ekonomi, Program Studi Pendidikan Administrasi Perkantoran, Fakultas Ekonomi Universitas Negeri Medan.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Discovery Learning* berbantuan media *Kahoot* terhadap hasil belajar Elemen Sistem Informasi dan Komunikasi Organisasi SMKN 6 MEDAN T.A 2023/2024. Jenis penelitian ini adalah penelitian eksperimen, dengan populasi sebanyak sebanyak 104 siswa dan sampel penelitian ini adalah kelas X MPLB 2 yang berjumlah 34 siswa. Teknik pengumpulan data yang dipakai ialah tes, observasi, dan dokumentasi, sedangkan teknik analisis data yang dipakai yaitu menetapkan nilai rata-rata dan standar deviasi, uji normalitas, uji homogenitas, serta uji hipotesis yang digunakan adalah uji t. Hasil penelitian memperlihatkan model pembelajaran *Discovery Learning* berbantuan media *Kahoot* berpengaruh terhadap hasil belajar siswa. Hal ini dibuktikan dengan Rata-rata nilai pre-test kelas eksperimen yaitu 61,76 sedangkan nilai post-test kelas eksperimen yaitu 80,00, hal ini menunjukkan bahwa hasil belajar siswa setelah diberikan perlakuan dengan menggunakan model pembelajaran *Discovery Learning* berbantuan media *Kahoot* mengalami peningkatan 22,8%. Berdasarkan hasil analisis statistic pada uji hipotesis kelas eksperimen dengan menggunakan uji Pired Samples T-Test yang menunjukkan nilai signifikansi 0,05 dengan nilai t_{hitung} sebesar 16,629 dengan $df = 33$ diperoleh t_{tabel} 1,69236, maka $t_{hitung} > t_{tabel}$ (16,629 > 1,692) sehingga dapat disimpulkan bahwa hipotesis diterima. Disimpulkanlah model pembelajaran *Discovery Learning* berbantuan media *Kahoot* berpengaruh positif dan signifikan terhadap hasil belajar Elemen Sistem Informasi dan Komunikasi Organisasi SMKN 6 MEDAN T.A 2023/2024.

Kata Kunci : Model pembelajaran *Discovery Learning*, Media *Kahoot*, dan Hasil Belajar

ABSTRACT

Agnes Roma Anggita Saragi, NIM: 7201144003. "Influence of Discovery Learning Models with Kahoot Media Assistance on Learning Results of Information and Communication System Elements Organization SMKN 6 MEDAN T.A 2023/2024. Thesis, Department of Economics, Office Administration Education Study Program, Faculty of Economics, Universitas Negeri Medan, 2024.

This research aims to determine the effect of the Discovery Learning learning model assisted by Kahoot media on learning outcomes for Organizational Information and Communication System Elements at SMKN 6 MEDAN T.A 2023/2024. This type of research is experimental research, with a population of 104 students and the sample for this research is class X MPLB 2, totaling 34 students. The data collection techniques used are tests, observation, and documentation, while the data analysis techniques used are determining the average value and standard deviation, normality test, homogeneity test, and the hypothesis test used is the t test. The research results show that the Discovery Learning learning model assisted by Kahoot media has an effect on student learning outcomes. This is proven by the average pre-test score for the experimental class, which is 61.76, while the post-test score for the experimental class is 80.00. This shows that student learning outcomes after being given treatment using the Discovery Learning learning model assisted by Kahoot media have increased. 22.8%. Based on the results of statistical analysis in the experimental class hypothesis test using the Pired Samples T-Test which shows a significance value of 0.05 with a t_{hitung} value of 16.629 with $df = 33$, a t_{tabel} of 1.69236 is obtained, then $t_{hitung} > t_{tabel}$ ($16.629 > 1.692$) so it can be it is concluded that the hypothesis is accepted. It was concluded that the Discovery Learning learning model assisted by Kahoot media had a positive and significant effect on learning outcomes for Organizational Information and Communication Systems Elements at SMKN 6 MEDAN T.A 2023/2024.

Keywords: Discovery Learning Learning Model, Media Kahoot, and Learning Outcomes