## **ABSTRACT**

## THE EFFECTIVENESS OF THE KAHOOT LEARNING METHOD ON THE INTERESTS OF LEARNING STUDENTS OF CLASS XI-XII AT UII BANGUNTAPAN HIGH SCHOOL, BANTUL YOGYAKARTA

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This research is motivated by the development of learning methods in the world of education that is very rapid. Meanwhile, the interest of students and students in following the teaching and learning process in different classes. From this phenomenon this study aims to obtain an overview of the Effectiveness of the Kohoot Learning Method Against the Interests of Students Learning in Class XI-XII at UII BANGUNTAPAN High School, BANTUL, YOGYAKARTA.

This study uses a quantitative approach and includes the type of field research. The subjects used as respondents were 119 UII high school students. The research technique uses population research because the total number of students is 80 students. The technique of collecting data uses a closed questionnaire. The data analysis technique uses simple linear regression which is processed with the help of SPSS version 23 for Windows.

*The findings of this study are:* 

The learning method used in the teaching and learning process at Banguntapan UII High School, Bantul, Yogyakarta is the first teacher to prepare questions in the kahoot application, then students and students join (login) using the available password. Then the students answer the questions that appear on the projector, the students who are the most direct and quick will be given an appreciation by the teacher. And ends with an evaluation of the subjects that have been given and are welcome to ask if there are those who don't understand.

There is a significant influence between the learning method on student learning outcomes which is indicated by the price of R=0.517 which is moderate / sufficient. And the magnitude of the effect of the learning method is 26% that is proven (R2=0.260 and p=0.000<0.05), and the remainder is another variable of 74% which is assumed to come from external factors and internal factors from the child.

Keywords: Kahoot Learning Method, Interest in Learning.