ABSTRAK

AZZAHRA BILQIS F, 202170095. **Pengaruh Penerapan Model *Problem Based Learning* (PBL) Berbantuan *Platform* Kahoot Terhadap Hasil Belajar Kognitif Peserta Didik (Studi Eksperimen Pada Mata Pelajaran Geografi Sub-Materi Dinamika Kependudukan di Indonesia Kelas XI IPS SMA Negeri 1 Manonjaya).** Jurusan Pendidikan Geografi. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi, Tasikmalaya.

Penelitian ini dilatarbelakangi oleh hasil observasi awal bahwa guru geografi masih memiliki keterbatasan untuk mengembangkan pembelajaran yang inovatif. Selain itu, masih banyaknya peserta didik yang belum mencapai Kriteria Ketuntasan Minimum (KKM) pada mata pelajaran Geografi, hal ini menunjukkan kurang maksimalnya hasil belajar yang diperoleh peserta didik yang disebabkan karena kurang bervariasinya model pembelajaran dan media yang digunakan oleh guru. Dengan demikian, hal tersebut berdampak pada hasil belajar peserta didik yang masih rendah. Penelitian ini bertujuan yaitu (1) Untuk mengetahui penerapan *problem based learning* menggunakan media *platform* kahoot terhadap hasil belajar kognitif peserta didik di kelas XI IPS SMA Negeri 1 Manonjaya 2) Untuk mengetahui pengaruh model *problem based learning* menggunakan media platform kahoot terhadap hasil belajar kognitif peserta didik di kelas XI IPS SMA Negeri 1 Manonjaya. Metode penelitian yang digunakan adalah Eksperimen dengan teknik pengambilan sampel yang digunakan yaitu teknik *Purposive Sampling.* Sampel penelitian terdiri dari dua kelas, kelas XI IPS 5 sebagai kelas eksperimen (29 orang), dan kelas XI IPS 4 sebagai kelas kontrol (32 orang), dengan teknik analisis data yaitu analisis deskriptif, analisis statistik, uji normalitas, uji homogenitas, uji hipotesis dan uji *n-gain*. Berdasarkan hasil penelitian dilapangan bahwa tahapan model *Problem Based Learning* menggunakan media *platform* kahoot terhadap hasil belajar peserta didik yaitu: mengorientasikan peserta didik terhadap masalah, mengorganisasi peserta didik untuk belajar, membimbing penyelidikan individual maupun kelompok, mengembangkan dan menyajikan hasil karya, serta menganalisis dan mengevaluasi proses penyelesaian masalah. Model *Problem Based Learning* menggunakan media *platform* kahoot berpengaruh terhadap hasil belajar peserta didik. Hal tersebut dapat dilihat dari hasil *Uji Paired Sampel T-Test* 0,000<0,05 maka Ho ditolak dan Ha diterima. Model *Problem Based Learning* menggunakan media *platform* kahoot berpengaruh terhadap hasil belajar peserta didik di kelas XI IPS 5 SMA Negeri 1 Manonjaya pada materi dinamika kependudukan di Indonesia semakin baik dalam menggunakan model dan media tersebut, maka semakin tinggi hasil belajar peserta didik.

Kata Kunci: Model *Problem Based Learning*, Media *Platform Kahoot*, Hasil Belajar Kognitif

ABSTRACT

AZZAHRA BILQIS F, 202170095. *The Effect of Implementing the Problem Based Learning (PBL) Model Assisted by the Kahoot Platform on Students' Cognitive Learning Outcomes (Experimental Study on Geography Subjects Sub Matter of Population Dynamics in Indonesia Class XI IPS SMA Negeri 1 Manonjaya).* Department of Geography Education. Faculty of Teacher Training and Education. Siliwangi University, Tasikmalaya.

This research is motivated by the results of preliminary observations that geography teachers still have limitations to develop innovative learning. In addition, there are still many students who have not reached the Minimum Completeness Criteria (KKM) in Geography subjects, this shows the lack of maximum learning outcomes obtained by students due to the lack of variety of learning models and media used by teachers. Thus, this has an impact on the learning outcomes of students who are still low. This study aims, namely (1) to determine the application of problem-based learning using the kahoot media platform to the cognitive learning outcomes of students in class XI IPS SMA Negeri 1 Manonjaya 2). To determine the effect of problem-based learning model using kahoot platform media on the cognitive learning outcomes of students in class XI IPS SMA Negeri 1 Manonjaya. The research method used is Experiment with sampling technique used is Purposive Sampling technique. The research sample consisted of two classes, class XI IPS 5 as the experimental class (29 people), and class XI IPS 4 as the control class (32 people), with data analysis techniques namely descriptive analysis, statistical analysis, normality test, homogeneity test, hypothesis testing and n-gain test. Based on the results of field research that the stages of the Problem Based Learning model using the kahoot media platform on student learning outcomes, namely: orient students to the problem, organize students to learn, guide individual and group investigations, develop and present work, and analyze and evaluate the problem solving process. The Problem Based Learning model using the kahoot media platform has an effect on student learning outcomes. This can be seen from the results of the Paired Sample T-Test 0.000 <0.05, so Ho is rejected and Ha is accepted. Problem Based Learning model using kahoot platform media has an effect on student learning outcomes in class XI IPS 5 SMA Negeri 1 Manonjaya on the material of population dynamics in Indonesia, the better in using the model and media, the higher the student learning outcomes.

Keywords: Problem Based Learning Model, Kahoot Media Platform, Cognitive Learning Outcomes