

ABSTRAK

Nanda Fajar Nugroho, 2026. Pengaruh Metode Game Aplikasi Kahoot Terhadap Kemampuan Literasi Bahasa Indonesia Siswa Kelas V Sekolah Dasar, Skripsi. Program Studi Pendidikan Sekolah Dasar, FKIP, Universitas PGRI Madiun, Pembimbing (I) Dr. Endang Sri Maruti, S.Pd., M.Pd., (II) Sesaria Prima Yudhaningtyas, M.Pd.

Kemampuan literasi Bahasa Indonesia siswa kelas V SDN Jiwan 02 masih tergolong rendah karena proses pembelajaran cenderung monoton dengan menggunakan buku LKS dan buku paket sehingga siswa kurang aktif dan mudah bosan. Penelitian ini bertujuan untuk mengetahui pengaruh metode game aplikasi Kahoot terhadap kemampuan literasi Bahasa Indonesia siswa kelas V SDN Jiwan 02. Jenis penelitian yang digunakan adalah Pre-Experimental Design dengan pendekatan kuantitatif menggunakan desain one-group pretest-posttest. Subjek penelitian adalah seluruh siswa kelas V SDN Jiwan 02 yang berjumlah 19 siswa dan dipilih menggunakan teknik cluster random sampling. Instrumen penelitian berupa soal pilihan ganda sebanyak 20 butir, dengan 16 butir dinyatakan valid dan reliabel (Cronbach's Alpha = 0,981). Data dianalisis menggunakan uji normalitas Shapiro-Wilk dan uji hipotesis Paired Sample T-Test. Hasil uji normalitas menunjukkan data pretest dan posttest berdistribusi normal (Sig. > 0,05). Hasil uji hipotesis menunjukkan nilai two-sided $p < 0,001$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, terdapat pengaruh yang signifikan antara penggunaan metode game aplikasi Kahoot terhadap kemampuan literasi Bahasa Indonesia siswa kelas V SDN Jiwan 02.

Kata kunci: Kahoot, literasi Bahasa Indonesia, hasil belajar, sekolah dasar

ABSTRACT

Nanda Fajar Nugroho, 2026. The Effect of Kahoot Game Application Method on Indonesian Language Literacy Skills of Fifth Grade Elementary School Students. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, PGRI Madiun University.

Indonesian language literacy skills of fifth grade students at SDN Jiwan 02 were relatively low due to monotonous learning methods that relied heavily on worksheets and textbooks, causing students to be less active and easily bored. This study aims to determine the effect of the Kahoot game application method on Indonesian language literacy skills of fifth grade students at SDN Jiwan 02. The research employed a Pre-Experimental Design with a quantitative approach using a one-group pretest-posttest design. The research subjects were all 19 fifth grade students of SDN Jiwan 02, selected using cluster random sampling. The research instrument consisted of 20 multiple-choice questions, with 16 items declared valid and reliable (Cronbach's Alpha = 0.981). Data were analyzed using the Shapiro-Wilk normality test and the Paired Sample T-Test. The normality test results indicated that both pretest and posttest data were normally distributed (Sig. > 0.05). The hypothesis test results showed a two-sided p-value < 0.001, thus H_0 was rejected and H_1 was accepted. Therefore, there is a significant effect of using the Kahoot game application method on Indonesian language literacy skills of fifth grade students at SDN Jiwan 02.