

## TABLE OF CONTENT

ABSTRAK .....	i
ABSTRACT .....	iii
DECISION OF SUPERVISOR .....	iv
DECISION OF DEAN .....	v
DECISION OF THE TEAM .....	vi
STATEMENT OF ORIGINALITY .....	vii
MOTTO .....	viii
DEDICATION .....	ix
ACKNOWLEDGEMENTS .....	x
TABLE OF CONTENT .....	xii
TABLE OF DATA .....	xiv
CHAPTER 1 .....	1
INTRODUCTION .....	1
A. Background of Study .....	1
B. Problem Statements .....	4
C. Purpose of Study .....	4
D. Significance of the Study .....	4
E. Writing Systematic .....	5
CHAPTER II .....	7
THEORETICAL FRAMEWORK .....	7
A. Theoretical Framework .....	7
1. Learning Media .....	7
2. Kahoot Learning Game Media .....	11
3. Student Activeness .....	17
4. Learning Result .....	20
5. Subject Of Islamic Education And Character In Elementary School .....	23
B. Previous Related Research .....	25
C. Research Framework .....	27
D. Research Hypothesis .....	28
CHAPTER III .....	29
RESEARCH METHODOLOGY .....	29
A. Research Object .....	29
B. Research Method .....	29
C. Variable of Research .....	31
D. Data Collection Technique .....	31

E. Data Analysis Technique .....	32
F. Research Procedure.....	35
G. Research Schedule.....	36
CHAPTER IV .....	38
DATA DISPLAY, ANALYSIS AND DISCUSSION.....	38
A. Data Display.....	38
a) General Description of the School.....	38
b) Explanation of Each Cycle.....	40
1. First Cycle.....	40
2. Second Cycle.....	44
B. Data Analysis.....	48
C. Discussion.....	56
CHAPTER V.....	59
CLOSING.....	59
A. Conclusion.....	59
B. Suggestion.....	59
BIBLIOGRAPHY.....	61
APPENDIX.....	65



## TABLE OF DATA

Table 1. 1 Range of Student's Activeness Scores .....	34
Table 1. 2 Range of Point Students' Activeness.....	34
Table 1. 3 Student Activeness Sheet .....	34
Table 1. 4 Range of Students Learning Result Scores .....	35
Table 1. 5 Student Activeness Sheet .....	42
Table 1. 6 Range of Students' Activeness Scores .....	42
Table 1. 7 Range of Point Students' Activeness.....	42
Table 1. 8 Score of Students' Activeness in the First Cycle.....	43
Table 1. 9 Score of Students' Learning Results in the First Cycle .....	44
Table 2. 1 Student Activeness Sheet .....	46
Table 2. 2 Range of Student's Activeness Scores .....	46
Table 2. 3 Range of Point Students' Activeness.....	47
Table 2. 4 Score of Students' Activeness in the Second Cycle .....	47
Table 2. 5 Score of Students' Learning Results in the Second Cycle.....	48
Table 2. 6 Range of Student's Activeness Scores .....	48
Table 2. 7 Range of Point Students' Activeness.....	49
Table 2. 8 Score of Students Activeness in the First Cycle .....	49
Table 2. 9 Score of Students Activeness in the Second Cycle.....	49
Table 3. 1 Range of Students Learning Result Scores .....	50
Table 3. 2 Score of Students' Learning Results in the First Cycle .....	50
Table 3. 3 Score of Students' Learning Results in the Second Cycle.....	52
Table 3. 4 Comparison of Students' Activeness Between First Cycle and Second Cycle .....	54
Table 3. 5 Comparison of Score Students' Activeness Between First Cycle and Second Cycle .....	54
Table 3. 6 Comparison of Score Students' Learning Results Between First Cycle and Second Cycle.....	54

**TABLE OF FIGURE**

Figure 1. 1 Edgar Dale’s cone of experience ..... 9

Figure 1. 2 Kahoot Learning Game Media ..... 14

Figure 1. 3 Initial View For Teacher of Kahoot Learning Game..... 15

Figure 1. 4 Initial Display For Teacher To Create Kahoot Game Learning Media .... 15

Figure 1. 5 Display For Students To Play Kahoot Game Learning Media ..... 15

Figure 1. 6 Model Kemmis dan McTaggart..... 30

Figure 1. 7 Miles and Huberman model ..... 33

