

CHAPTER 1

INTRODUCTION

A. Background of Study

In the whole of education, there are often problems in the learning process. Students tend to learn more theoretically in class, but they apply it less in their daily lives. This impacts students' lack of understanding of the subject matter. Therefore, the presence of teachers is significant in developing the potential and creativity of students so that students not only have theoretical knowledge but can also apply it in the future. As a form of appreciation and encouragement for stronger collaboration, the Ministry of Education, Culture, Research, and Technology (Kemendikbud Ristek) through Ditjen Dikti Ristek is working together with Kedaireka to hold the Merdeka Innovation Summit 2023 (MIS). This event implements the Indonesia Emas 2045 vision, which aims to accelerate innovation development in Indonesia.¹ This shows that it is attractive and easy to understand for students. However, in reality, many schools still need to utilize technology in learning.

In this era of technology, the learning process can be done in various ways, from conventional methods to the latest technology, such as online learning platforms. Technology has a significant impact on the learning process. Thanks to technological advancements, there have been various changes in learning methods and media that are more interactive, efficient, and accessible.² Utilizing innovative learning media can provide new experiences for students in the learning process. Various methods can create interesting learning, including utilizing learning media to create a fun learning atmosphere. There is a significant relationship between the use of learning media and student learning results, where the choice of media and learning processes significantly impact student achievement.³

¹ Liputan6.com, *Merdeka Innovation Summit 2023: Mendorong Kolaborasi Inovasi Internasional Untuk Masa Depan Indonesia*. 2023, (<https://www.liputan6.com/news/read/5270464/merdeka-innovation-summit-2023mendorongkolaborasi-inovasi-internasional-untuk-masa-depan-indonesia>), diakses pada hari Ahad, 25 Februari 2024, pukul 12.00 WIB.

² Benjamin Ayua Ambe, dkk, “*Electronic media learning technologies and environmental education pedagogy in tertiary institutions in Nigeria*,” ELSEVIER: Journal Social Sciences & Humanities Open, No. 9. 2024, p. 2.

³ Yuniani, Ni Kadek Dwi. “*Penerapan Media Megasiz (Media Game Edukasi Quizizz) Untuk Meningkatkan Hasil Belajar Matematika Peserta Didik Kelas V SD Negeri 13 Mataram Tahun Pelajaran 2022/2023*”, Journal of Science Instruction and Technology, Vol. 3 No. 2. 2023, p. 147.

Failure to integrate technology in education, especially among Islamic Religious Education teachers, can be caused by several factors. One is the lack of time for teachers to understand the true concept of education, insufficient preparation for teaching, and the lack of training and motivation to use technology in teaching. To address this failure, there is a need to increase competition and creativity among teachers and provide adequate training and support for teachers to utilize technology in learning.⁴ Student-centred learning, which focuses on the student, can increase student participation in class because it's not just the teacher who provides knowledge. Students can also contribute with their opinions and experiences. As a result, students become more active and motivated in learning.⁵

As educators, teachers are the determining factor in determining the success of student education. With the renewal of the curriculum, teachers strive to develop exciting and innovative learning methods that can attract students' attention in the learning process. The task of a teacher is not only limited to creating a learning environment but also involves a deep understanding of the great responsibility of shaping students' personalities into intelligent and virtuous individuals.⁶ The presence of teachers in learning has a crucial role that cannot be replaced by modern technology, such as radio, the internet, or computers. Human aspects such as attitudes, values, motivation, habits, and role models desired in the learning process cannot be realized without the presence of a teacher. Therefore, the solution to this challenge is using appropriate learning methods and media. The rapid advancement of technology has a significant impact on education. By developing various learning methods and media that attract students' interest, teachers can improve the quality of learning.⁷

One of the learning media that teachers can utilize as learning media for the learning evaluation process is the Kahoot application. Kahoot is an educational platform designed to evaluate game-based interactive learning. Using Kahoot in the learning process increases students' interest and motivation

⁴ Tampubolon, Rina Anggita, dkk, "Pengaruh Pembelajaran Daring Dan Motivasi Belajar Terhadap Hasil Belajar Siswa Di Sekolah Dasar", Jurnal Basicedu, Vol. 5 No. 5. 2021. p. 3127.

⁵ Perdana, Indra, dkk. "Persepsi Siswa Terhadap Pemanfaatan Media Kahoot Dalam Pembelajaran Bahasa Indonesia", Jurnal Teknologi Pendidikan, Vol. 8 No. 2. 2020, p. 292.

⁶ Syachtiyani, Wulan Rahayu, dkk, "Analisis Motivasi Belajar Dan Hasil Belajar Siswa Di Masa Pandemi Covid-19", Prima Magistra: Jurnal Ilmiah Kependidikan, Vol. 2 No. 1. 2021, p. 92.

⁷ Pamungkas, Sigit, "Upaya Meningkatkan Hasil Belajar Daring Pada Siswa Kelas VI Melalui Media Belajar Game Berbasis Edukasi Quizizz", Majalah Lontar, Vol. 32 No. 2. 2020, p. 59.

in learning. By creating a fun and interesting learning experience for students, Kahoot can help them understand the material presented by the teacher. This is based on several studies which show that Kahoot can improve learning results and make learning more interactive and fun.⁸

Based on observations made by researchers while researching at SDN Kalitengah 1 Tanggulangin on the 11th of October 2023, researchers noted that in learning Islamic Education, students seemed less active. They tended to chat with friends when the teacher explained the material in front of the class. In addition, researchers also interviewed one of the teachers at SDN Kalitengah 1 Tanggulangin, namely Mrs. Nur Maslichah, S.Pd.I., she said that although not all classes can use technology in learning, this school has implemented the use of technology with the needs of existing learning materials.⁹ The 5th grade Islamic Education learning process is relatively good, but there are still some classes where students are less severe when participating in lessons. The commonly used learning methods are lectures and questions and answers. Sometimes, teachers also started trying to use new techniques, such as cooperative learning methods based on Index Card Match. Meanwhile, the learning media used are limited to Student Worksheets, whiteboards, and textbooks.

The results of the fifth-grade daily test on the subject of Islamic Education and Character reveal a concerning trend, as the majority of students have not yet achieved the minimum passing grade of 70%. where only a few students achieved the minimum passing grade. With a percentage value of 28.57% of the 21 students tested, only two students scored 80, three students scored 70, and five students scored 60. Five students scored 50, two students scored 40, two students scored 30, and one student scored 20. This data underscores the urgent need for enhanced instructional strategies and more engaging learning materials to improve students' learning results and foster a more active learning environment. The findings from this preliminary study will serve as a foundation for developing targeted interventions aimed at increasing student engagement and academic performance on the subject of Islamic Education and Character. After considering some of these factors, the

⁸ Supriyadin, dkk. "Pengaruh Penggunaan Kahoot Terhadap Motivasi Belajar Siswa", Jurnal Pendidikan dan Media Pembelajaran, Vol. 2 No. 2. 2023, p. 22.

⁹ Hayati, Nur, dkk, "Pemanfaatan Teknologi Di Era Society Dan Dampaknya Terhadap Pembelajaran Di SDN Kalitengah 1 Tanggulangin", Seminar Nasional LPPM UMMAT, Vol. 2. 2023, p. 820.

researcher is interested in taking the title “The Application Of Kahoot Learning Game Media In Improving Student's Activeness And Learning Results Of 5th Grade Students SDN Kalitengah 1 Tanggulangin On Subject Islamic Education And Character In The Academic Year 2024-2025”.

B. Problem Statements

1. How does Kahoot learning game media improve the activeness of 5th-grade students SDN Kalitengah 1 Tanggulangin on the Subject of Islamic Education and Character in the academic year 2024-2025?
2. How does Kahoot learning game media improve the learning results of 5th-grade students SDN Kalitengah 1 Tanggulangin on the Subject of Islamic Education and Character in the academic year 2024-2025?

C. Purpose of Study

1. Kahoot learning game media can improve the activeness of 5th-grade students SDN Kalitengah 1 Tanggulangin on the Subject of Islamic Education and Character in the academic year 2024-2025.
2. Kahoot learning game media can improve the learning results of 5th-grade students SDN Kalitengah 1 Tanggulangin on the Subject of Islamic Education and Character in the academic year 2024-2025.

D. Significance of the Study

1. Theoretical Benefits
 - 1) This research is expected to enlighten science, especially in developing engaging learning media.
 - 2) As justification for additional research by the author and other researchers.
2. Practical Benefits
 - 1) For Researchers
 1. Developing skills as a direct experience for researchers with the Kahoot educational game learning media approach.
 2. If appropriate or relevant people are interested in continuing this research, it would contribute to the knowledge of future researchers.
 - 2) For Educators
 1. As a resource for educators when developing new and innovative teaching strategies.
 2. Improve the learning system, which also affects student learning results, and hone skills in choosing various learning techniques and models.
 - 3) For Learners

1. Provide a new atmosphere in learning activities to improve students' enthusiasm.
 2. As a motivator to improve student cooperation, which can support enhanced success and learning results for all students.
- 4) For Schools
1. As food for thought to improve teacher performance.
 2. As an effort to improve learning administration standards.
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E. Writing Systematic

CHAPTER I: Introduction, which contains the background, problem limitation, problem formulation, objectives, and uses of research and systematic discussion.

CHAPTER II: The theoretical foundation consists of the concept of Kahoot educational game learning, learning results, and the concept of Islamic education and character materials, as well as the research hypothesis.

CHAPTER III: Research methodology, which consists of the type of research, place and time of study, research subjects, research procedures, data sources, data collection techniques and data analysis, and aspects of learning result.

CHAPTER IV: Research results and discussion, description of the area, description of results, and discussion of research results.

CHAPTER V: Closure: conclusions and suggestions.

