

**PENGARUH METODE *GAME BASED LEARNING*  
BERBASIS *KAHOOT* TERHADAP HASIL BELAJAR  
MATEMATIKA SISWA KELAS V PADA MATERI  
PECAHAN UPT SD NEGERI 064023  
KEMENANGAN TANI  
T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui 1) hasil belajar siswa yang menggunakan Metode *Game Based Learning* berbasis *Kahoot*, 2) hasil belajar siswa yang menggunakan metode konvensional, 3) pengaruh yang signifikan penggunaan Metode *Game Based Learning* berbasis *Kahoot* terhadap hasil belajar siswa. Jenis penelitian ini adalah *quasi eksperimen*, penelitian ini dilaksanakan di UPT SD Negeri 064023 Kemenangan Tani. Populasi dari penelitian ini adalah seluruh siswa kelas V sebanyak 2 kelas. Sampel pada penelitian ini yaitu jumlah siswa di kelas eksperimen 26 siswa, dan kelas kontrol 28 siswa. Alat pengumpulan data berupa tes essay, data yang digunakan adalah uji normalitas, uji homogenitas, dan uji hipotesis. 1) hasil belajar matematika siswa pada materi pecahan dengan penggunaan Metode *Game Based Learning* berbasis *Kahoot* berdasarkan perhitungan uji hipotesis dengan uji  $t$  untuk data kelas V A yang diajarkan dengan penggunaan Metode *Game Based Learning* berbasis *Kahoot* mendapat nilai rata-rata 87,11 dan kelas V B yang diajarkan dengan menggunakan metode konvensional mendapat nilai rata-rata 78,57. Berdasarkan perhitungan statistika untuk data kelas V A dan V B diperoleh  $t_{hitung} 2,83 > t_{tabel} 1,67$  maka  $H_0$  ditolak  $H_1$  diterima. Disimpulkan bahwa ada pengaruh signifikan penggunaan Metode *Game Based Learning* berbasis *Kahoot* terhadap hasil belajar matematika siswa kelas V pada materi pecahan UPT SD Negeri 064023 Kemenangan Tani Tahun Pembelajaran 2025/2026.

**Kata kunci:** Hasil Belajar, *Kahoot*, Penggunaan Metode *Game Based Learning*.

**THE EFFECT OF KAHOOT-BASED GAME-BASED LEARNING  
METHOD ON THE MATHEMATICS LEARNING OUTCOMES  
OF FIFTH GRADE STUDENTSON FRACTIONS  
MATERIAL AT UPT SD NEGERI  
064023 KEMENANGAN TANI  
ACADEMIC YEAR  
2025/2026**

**ABSTRACT**

*This study aims to determine: (1) the learning outcomes of students taught using the Kahoot-based Game-Based Learning method, (2) the learning outcomes of students taught using conventional methods, and (3) the significant effect of the Kahoot-based Game-Based Learning method on students' learning outcomes. This research employed a quasi-experimental design and was conducted at UPT SD Negeri 064023 Kemenangan Tani. The population of this study consisted of all fifth-grade students, comprising two classes. The sample included 26 students in the experimental class and 28 students in the control class. Data were collected using essay tests. The data analysis techniques included tests of normality, homogeneity, and hypothesis testing. The results showed that the mathematics learning outcomes on fraction material of students taught using the Kahoot-based Game-Based Learning method, based on hypothesis testing using the t-test, indicated that Class V A, which was taught using the Kahoot-based Game-Based Learning method, obtained an average score of 87.11, while Class V B, which was taught using conventional methods, obtained an average score of 78.57. Based on statistical calculations for the data from Class V A and Class V B, the obtained t-value ( $t_{\text{calculated}} = 2.83$ ) was greater than the t-table value ( $t_{\text{table}} = 1.67$ ), thus  $H_0$  was rejected and  $H_1$  was accepted. It can be concluded that there is a significant effect of using the Kahoot-based Game-Based Learning method on the mathematics learning outcomes of fifth-grade students on fraction material at UPT SD Negeri 064023 Kemenangan Tani in the 2025/2026 academic year.*

**Keywords: Learning Outcomes, Kahoot, Game-Based Learning Method.**