

## ABSTRAK

**Lucia Vita Desyana. 2019. Efektivitas Penggunaan Media Kahoot pada Kegiatan Penutup Pembelajaran Matematika Materi Aturan Sinus dan Cosinus di Kelas X MIPA 4 SMA Stella Duce 1 Yogyakarta. Skripsi. Yogyakarta: Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.**

Penelitian ini bertujuan untuk mengetahui (1) keterlaksanaan penggunaan media Kahoot pada kegiatan penutup pembelajaran matematika materi aturan sinus dan cosinus; (2) efektivitas penggunaan media Kahoot pada kegiatan penutup pembelajaran matematika materi aturan sinus dan cosinus ditinjau dari hasil tes tertulis; (3) efektivitas penggunaan media Kahoot pada kegiatan penutup pembelajaran matematika materi aturan sinus dan cosinus ditinjau dari respon siswa.

Jenis penelitian yang digunakan adalah penelitian kombinasi. Subjek dalam penelitian ini adalah 31 siswi kelas X MIPA 4 SMA Stella Duce 1 Yogyakarta. Instrumen yang digunakan dalam penelitian ini adalah (1) lembar observasi keterlaksanaan kegiatan penutup, (2) soal kuis Kahoot dan tes tertulis untuk melihat keefektifan penggunaan media Kahoot pada kegiatan penutup, (3) angket respon siswa, (4) lembar pedoman wawancara untuk mendukung hasil angket respon siswa. Data hasil angket terbuka dan hasil wawancara dianalisis secara kualitatif, sedangkan data hasil angket tertutup, hasil observasi keterlaksanaan kegiatan penutup, hasil pengerjaan kuis dan tes tertulis dianalisis secara kuantitatif.

Hasil penelitian ini adalah (1) penggunaan media Kahoot pada kegiatan penutup terlaksana dengan baik sekali, (2) hasil tes tertulis menunjukkan persentase ketuntasan kelas sebesar 93%, maka penggunaan media Kahoot pada kegiatan penutup efektif ditinjau dari hasil tes tertulis siswi X MIPA 4 SMA Stella Duce 1 Yogyakarta pada materi aturan sinus dan cosinus, (3) secara keseluruhan respon siswa sangat baik dengan persentase respon baik dan sangat baik sebesar 97%, maka penggunaan media Kahoot pada kegiatan penutup efektif ditinjau dari respon siswi X MIPA 4 SMA Stella Duce 1 Yogyakarta pada materi aturan sinus dan cosinus.

Kata kunci: Efektivitas, Kegiatan Penutup, Kahoot

## ABSTRACT

**Lucia Vita Desyana. 2019. *The Effectiveness of Using Kahoot in Closing Activity of Mathematics Learning of Sine and Cosine Rules in Class X MIPA 4 SMA Stella Duce 1 Yogyakarta*. Thesis. Yogyakarta: Mathematics Education Study Program. Department of Mathematics Education and Natural Sciences. Faculty of Teachers Training and Education. Universitas Sanata Dharma.**

*The aims of this research were to know (1) the implementation of using Kahoot in the closing activity of mathematics learning of sine and cosine rules; (2) the effectiveness of using Kahoot in the closing activity of mathematics learning of sine and cosine rules viewed from the result of written test; (3) the effectiveness of using Kahoot in the closing activity of mathematics learning of sine and cosine rules viewed from the student responses.*

*In this study, the researcher used a mixed method. The subjects in this study were 31 students of class X MIPA 4 of SMA Stella Duce 1 Yogyakarta. The instruments used in this study were (1) observation sheet on the implementation of closing activity, (2) Kahoot quiz and written test to find out the effectiveness of using Kahoot in the closing activity, (3) questionnaires of student's responses, (4) interview guide sheets to support the result of student's responses questionnaires. The opened questionnaire data and the interview data were analyzed qualitatively, while closed questionnaire data, observation sheet on the implementation of closing activity data, the result of Kahoot quiz and written test were analyzed quantitatively.*

*The results of this research were (1) mathematical learning using Kahoot in the closing activity is done very well, (2) the result of written test showed that the passing grade of the class is 93%, so the use of Kahoot in closing activity is effective from the result of the written test in X MIPA 4 of SMA Stella Duce 1 Yogyakarta on sine and cosine rules, (3) overall student's responses were very good with percentage 97%, so use of Kahoot in closing activity is effective from the student's responses in X MIPA 4 of SMA Stella Duce 1 Yogyakarta on sine and cosine rules.*

**Keywords: *Effectiveness, Closing Activity, Kahoot***