

ABSTRACT

**THE UTILIZATION OF KAHOOT GAME-BASED LEARNING MEDIA
AT SMK N 6 OF BENGKULU CITY**

By:

M.FAJRY ISLAMY

Student Reg. ID: 20210040

*Thesis of Computer Education Study Program
UNIVED Bengkulu, 2024 : 50 Pages*

This study aims to determine how Kahoot is utilized as a learning medium at SMK N 6 of Bengkulu City in Vocational subjects. The research method used is a Qualitative method. The subjects of this study were Grade XI TKJ. Data collection techniques used were, Observation, interviews, questionnaires, and documentation. The stages of data analysis were preceded by data reduction, data display, drawing conclusions and data verification. The use of Kahoot as an evaluation of Vocational learning at SMK Negeri 6 of Bengkulu City in Grade XI TKJ is included in formative evaluation, namely an evaluation used after a chapter has been completed. The use of Kahoot as an evaluation of learning is carried out in the lab room by the teacher sharing the Kahoot link then students access the Kahoot game link through their respective computers. The results of the study obtained, 80% of students think that using Kahoot media is beneficial when carrying out vocational learning at SMK N 6 of Bengkulu City.

Keywords: Kahoot, Qualitative.

