

## ABSTRAK

### PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *GAME KAHOOT* MATERI SISTEM PENCERNAAN MAKANAN PADA MANUSI

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pengembangan ini bertujuan untuk menghasilkan produk media pembelajaran *online* berbasis *game kahoot* yang dapat membantu dan memudahkan siswa dalam mempelajari biologi. Jenis penelitian R&D atau penelitian pengembangan. Penelitian ini menggunakan model pengembangan model 4D dengan tahapan yaitu 1) *define* 2) *desain* 3) *development* 4) *dessminate*. Rangkaian tahapan tersebut meliputi validasi ahli (ahli materi, ahli media dan ahli desain), uji kelompok kecil dan uji kelompok besar. Berdasarkan hasil validasi media pembelajaran *online* berbasis *game kahoot* oleh ahli materi yaitu sebesar 100%, ahli media sebesar 100%, ahli desain sebesar 95,83%, uji coba kelompok kecil 93,11%, uji coba kelompok besar sebesar 98,38%. Total keseluruhan hasil validasi media pembelajaran *online* berbasis *game kahoot* yaitu sebesar 97,2%. Berdasarkan hasil penilaian yang diberikan ahli materi, ahli media, ahli desain dan siswa dapat disimpulkan bahwa media pembelajaran *online* berbasis *game kahoot* untuk materi sistem pencernaan pada manusia dikualifikasikan dalam kategori sangat valid, sehingga dapat dikatakan bahwa media pembelajaran *online* berbasis *game kahoot* secara keseluruhan sudah layak dan baik digunakan sebagai sumber belajar bagi siswa kelas XI SMAN 6 Kupang. Namun demikian, media pembelajaran *online* dapat dikembangkan lagi dengan komposisi yang lebih menarik untuk menunjang proses pembelajaran.

**Kata Kunci :** Pengembangan, Media pembelajaran *online*, *game kahoot*,  
Pencernaan makanan pada manusia

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**ABSTACT**  
**DEVELOPMENT OF KAHOOT GAME-BASED LEARNING MEDIA**  
**MATERIAL ON THE HUMAN DIGESTIVE SYSTEM**

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Development aims to produce online learning media products based on the Kahoot game which can help and make students easy in studying Biology. This type of research is R&D or development research. This research uses a 4D model development model with steps, namely 1) define 2) design 3) development 4) disseminate. This series of steps includes expert validation (material experts, media experts and design experts), small group testing and large group testing. Based on the validation results of online learning media based on the Kahoot game by material experts, it was 100%, media experts were 100%, design experts were 95.83%, small group trials were 93.11%, and large group trials were 98.38%. Based on the results of the assessments provided by material experts, media experts, design experts and students, it can be concluded that the Kahoot game-based online learning media for human digestive system material is qualified in the very valid category, so it can be said that the Kahoot game-based online learning media as a whole is feasible and it is good for using as a learning resource for eleventh grade students at SMAN 6 Kupang. However, online learning media can be further developed with more interesting compositions to support the learning process.

**Keywords : Development, online learning media, Kahoot game, food digestion in humans**

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