

**THE EFFECT OF USING KAHOOT APPLICATION ON STUDENTS'
READING ACHIEVEMENT AT ELEVENTH GRADE OF SMAN 2**

BANJARMASIN

SARJANA'S THESIS

YOU MA FAIRU NAZMI

REG. NUMBER: 2010117310022



ENGLISH LANGUAGE EDUCATION STUDY PROGRAM

FACULTY OF TEACHER TRAINING AND EDUCATION

UNIVERSITY OF LAMBUNG MANGKURAT

BANJARMASIN

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BANJARMASIN**

***SARJANA'S* THESIS**

**Presented to Faculty of Teacher Training and Education as a Partial
Fulfillment of the Requirements for Completing the *Sarjana Pendidikan*
Program in English Language Education Study Program**

YOUMA FAIRU NAZMI

REG. NUMBER : 2010117310022

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UNIVERSITY OF LAMBUNG MANGKURAT
BANJARMASIN**

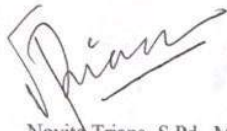
2024

LETTER OF APPROVAL

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This is to certify that the *Sarjana's* Thesis Proposal of Youma Fairu Nazmi Reg. Number 2010117310022 entitled "THE USE OF KAHOOT AS LEARNING TOWARDS READING COMPREHENSION" has been approved by the advisor for oral examination.

Banjarmasin, 07 September 2023
Academic Advisor,



Novita Triana, S.Pd., M.A.
NIP 197411192000122001

Approved by:
Coordinator of
English Language Education Study Program,



Moh. Yamin, S.Pd., M.Pd
NIP. 198607162010121003

REVISION APPROVAL FORM

The undersigned hereby declares that:

Name : Youma Fairu Nazmi
Student's ID : 2010117310022
Degree : Bachelor of Education
Study Program : English Language Education
Thesis Title : The Effect of Using Kahoot Application on Students' Reading Achievement at Elevent Grade of SMAN 2 Banjarmasin

has completed the revision of the thesis manuscript in accordance with the suggestions given by the Examiner Board therefore, this thesis is ready to be submitted for the Research Result Seminar.

Banjarmasin, 05 Juni 2024

Advisor I,



Dr. Hj. Noor Eka Chandra, M.Pd.

NIP 197710232001122003

Advisor II,



Fahmi Hidayat, M.Pd.

NIP 19870826202311017

Approved by:



Melis Yamin, M.Pd.

NIP 198007162010121003

REVISION APPROVAL FORM
RESEARCH RESULT SEMINAR

The undersigned hereby declares that:

Name : Youma Fairu Nazmi
Student's ID : 2010117310022
Degree : Bachelor of Education
Study Program : English Language Education
Thesis Title : The Effect of Using Kahoot Application on Students' Reading Achievement
at Elevent Grade of SMAN 2 Banjarmasin

has completed the revision of the thesis manuscript in accordance with the suggestions given by the Examiner Board therefore, this thesis is ready to be submitted for the thesis examination.

Banjarmasin,

Advisor I,



Dr. Hj. Noor Eka Chandra, M.Pd.

NIP 197710232001122003

Advisor II,



Fahmi Udayat, M.Pd.

NIP 19870826202311017

Examiner,



Elsa Rosalina S.Pd, M.Pd.

NIP 19910407201932025



LETTER OF APPROVAL

This is to certify that the Sarjana's Thesis of Youma Fairu Nazmi, Reg. Number 2010117310022 entitled "THE EFFECT OF USING KAHOOT APPLICATION ON STUDENTS' READING ACHIEVEMENT AT ELEVENTH GRADE OF SMAN 2 BANJARMASIN" has been approved by the board of examiners as the requirements for completing *Sarjana Pendidikan* Program in English Language Education.

Banjarmasin,

Chair Person,



Dr. Hj. Noor Eka Chandra, M.Pd.

NIP 197710232001122003

Member,



Fahmi Hidayat, M.Pd.

NIP 19870826202311017

Member,



Elsa Rosalina S.Pd, M.Pd.

NIP 19910407201932025

Approved by:

Coordinator of

English Language Education Study Program,



Wahyuni, M.Pd.

NIP 198007162010121003

ABSTRACT

Nazmi, Youma Fairu. 2024. The Effect of Using Kahoot Application on Student's Reading Achievement at Eleventh Grade of SMAN 2 Banjarmasin. *SARJANA'S THESIS*, English Language Education Study Program, Faculty of Teacher Training and Education, Lambung Mangkurat University, Banjarmasin. The first advisor: Dr. Hj. Noor Eka Chandra, M.Pd., the second advisor: Fahmi Hidayat, M.Pd.

Keywords: Kahoot Application, Reading Achievement

Gamification in English Language Teaching (ELT) is a pedagogical strategy that uses game design and features to improve the learning experience and engage students in a more dynamic and engaging style. However, teachers rarely minimise the use of games in the English teaching and learning process at school, whereas the use of games is very helpful for students to understand the material easily and fun. This research is to measure whether there is difference on students' reading achievement between those who are taught by using Kahoot and those who are taught by using Quizizz at Eleventh Grade of SMAN 2 Banjarmasin. Then, gap of this research is the lack of specific research on the effect of Kahoot application on reading achievement of eleventh grade students so that the researcher is interested in proposing the research.

This research used a quantitative approach by applying a Quasi Experimental design. The samples in this research were 74 students of SMAN 2 Banjarmasin based on purposive sampling technique. Thirty-seven students of XID8 were included in the experimental class and thirty-seven students of XID9 were included in the control class. Data collection was used by analysing the results of pre and post tests that were tested followed by paired sample test and interpretation hypothesis testing.

Based on the findings of the Independent sample t-test, it was discovered that the sig value was 0.04 and the t-test calculation was 2.101, with the t-table being 1.672 for $df = 56$ at a significance level of 0.05 (95%). It confirmed that there is a difference on student reading achievement between those who are taught by using Kahoot Application and those who are taught by using Quizizz in class XI students of SMAN 2 Banjarmasin. Therefore, teachers and students should maximise the use of kahoot in the teaching and learning process at school.

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