

ABSTRACT

WISDAYANTI. 2023. Using Kahoot Application to Improve Students' Vocabulary at Seventh Grade of SMPN 6 Palopo. (Supervised by Paldy and Hafirah Patang).

This study aims to determine whether or not using kahoot can improve students' vocabulary mastery. This type of research is quantitative with a pre-experimental one group pretest and posttest design. Data collection in this study was carried out using test instruments, namely the pretest and posttest were given to determine students' initial abilities before being given treatment, and the posttest was given after students had received treatment to determine their ability to understand the material given. The test is given in the form of multiple-choice questions and essays. The test was given to 25 respondents who were students of SMP Negeri 6 Palopo. Data analysis techniques were carried out using the normality test and the Wilcoxon test. The results obtained are sig. (2 tailed), ie $0.000 < 0.05$ which means there is a significant difference between the average pretest and posttest average scores of students. Because the value is $0.000 < 0.05$, it can be concluded that the hypothesis is accepted. his shows that the alternative hypothesis (H_i) is accepted, and the null hypothesis (H_o) is rejected, this means that there are differences in student learning outcomes using kahoot for the pretest and posttest. So, it can be concluded that there is an improve in the use of kahoot.

Keywords: Kahoot, Vocabulary