

# **THE EFFECT OF KAHOOT APPLICATION TO THE QUALITY OF STUDENTS' WRITING SKILLS**

**(Quasi-experimental design in the second semester of sharia  
economics program in STIES NU Bengkulu)**



**Submitted by**

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**ENGLISH EDUCATION STUDY PROGRAM  
DEPARTMENT OF LANGUAGE EDUCATION  
TARBIYAH AND TADRIS FACULTY  
UIN FATMAWATI SOEKARNO BENGKULU  
2025**

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**THESIS**

Submitted as a Partial Requirements for the  
Degree of *Sarjana Pendidikan* (S.Pd)  
in English Education Study Program



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2025**



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**RATIFICATION**

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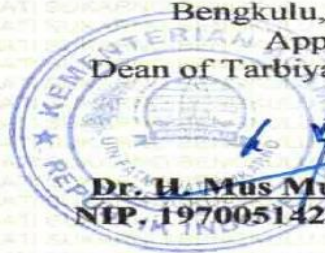
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as the advisors, we state that the thesis of :

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. Has fulfilled the requirements to be present before the  
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## PRONOUNCEMENT

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I hereby sincerely state that the thesis titled **“The effect of Kahoot Application to The Quality of Students’ Writing Skills (Quasi-experimental design in the second semester of sharia economics program in STIES NU Bengkulu)”** is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and referred in the bibliography. If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Bengkulu, March 2025

Stated By



**Pinto Erlangga**  
**NIM: 1811230166**

## MOTTO

*“from zero to hero, pilihan dalam hidup menentukan masa  
depanmu”*

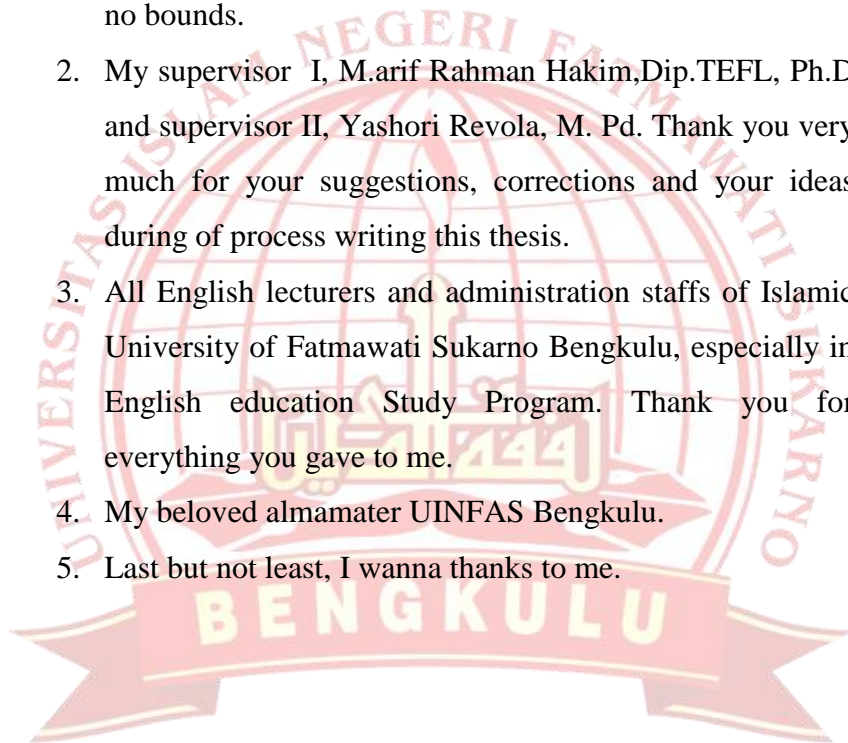
(Pinto Erlangga)



## DEDICATION

With gratitude and all my love, this thesis dedicated to:

1. My beloved parents, Mr. Sukimin and Mrs. Kasnawati.  
How can I show you how grateful I am? I wouldn't be able to get to this point without you. My gratitude know no bounds.
2. My supervisor I, M.arif Rahman Hakim,Dip.TEFL, Ph.D and supervisor II, Yashori Revola, M. Pd. Thank you very much for your suggestions, corrections and your ideas during of process writing this thesis.
3. All English lecturers and administration staffs of Islamic University of Fatmawati Sukarno Bengkulu, especially in English education Study Program. Thank you for everything you gave to me.
4. My beloved almamater UINFAS Bengkulu.
5. Last but not least, I wanna thanks to me.



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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

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Numerous individuals have assisted the researcher in creating this thesis by providing encouragement, guidance, and support. As a result, he would like to take this opportunity to thank his advisor, M. Arif Rahman Hakim, Dip.TEFL, Ph.D., and Yashori Revola, M.Pd., for their time, advice, corrections, inputs, and support during the completion of this thesis.



The researcher also sincerely thanks Hanura Febriani, M.Pd., the head of the Faculty of Tarbiyah and Tadris, Mus Mulyadi, S.Ag., M.Pd., the dean of the Faculty of Teacher Training and Education, (wakil dekan) as vice dean, and all of the lecturers who assisted him during his time at the English Education Study Program Departement of Language Education Faculty of Tarbiyah and Tadris UIN Fatmawati Sukarno Bengkulu.

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Additionally, the researcher would like to thank his dearest best friends, who have always encouraged and supported him in completing the thesis: members of TBI E class 2018, members of

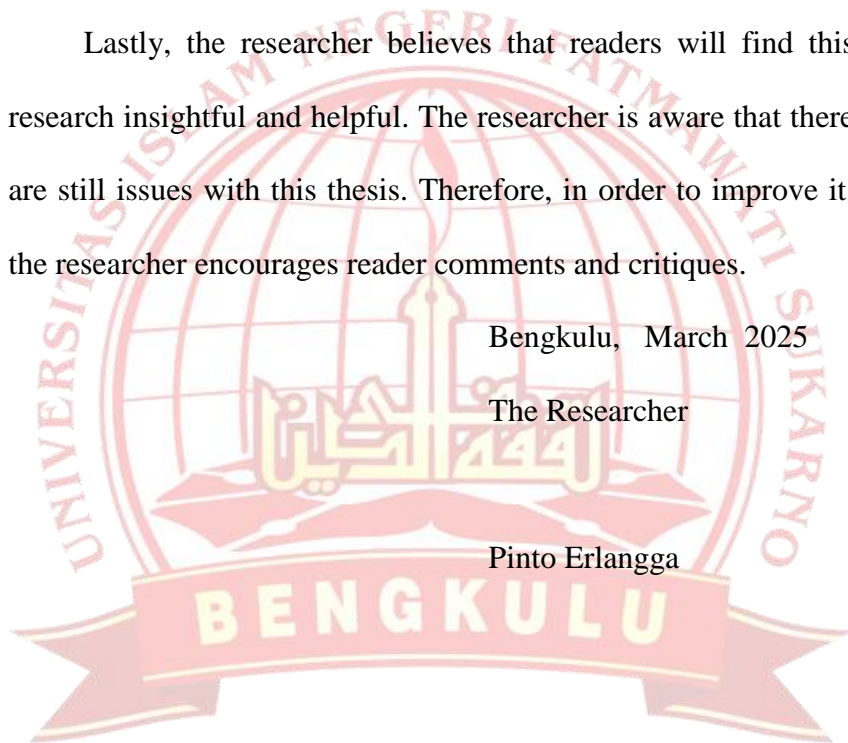
Laman Project, members of IPDUT, members of KKN Perikanan, Magang 3 Ma Darussalam kota Bengkulu, and members of Bimbel PintarQu. Additionally, he expresses gratitude to all of his friends who were unable to be specifically mentioned in this thesis.

Lastly, the researcher believes that readers will find this research insightful and helpful. The researcher is aware that there are still issues with this thesis. Therefore, in order to improve it, the researcher encourages reader comments and critiques.

Bengkulu, March 2025

The Researcher

Pinto Erlangga



## ABSTRACT

Erlangga, P. 2025. *The Effect of Kahoot Application in the Quality to Students' Writing(Quasi-Experimental design in the second semester of sharia economics program in STIESNU Bengkulu)*

Advisor I :M. Arif Rahman Hakim, Dip.TEFL,Ph.D

Advisor II : Yashori Revola, M.Pd

The purpose of this research was to find out whether Kahoot Application has any effect on students' writing Skills in the Sharia Economics program at STIESNU Bengkulu. The researcher wanted to describe the students' ability in writing descriptive text about tourism place in Bengkulu City. The design of this research was Quasi-experimental research. The population of this research was second semester of Sharia of Economics program in STIESNU Bengkulu. Purposive sampling technique was used in this research and the number of samples was 26 students. The instrument for collecting the data in this research was a writing test that required students in writing the descriptive text about tourism place in Bengkulu city. To analyze the data in this research the researcher used normality test and T-test.

In general, the result of this research showed that the pre-test mean score was 53.54, while the post-test mean score was 66.54. This indicates that there was a 13-percent increase in the average value of the initial and final tests. Based on the result of this research, it can be concluded that the second semester of Sharia of Economics program in STIESNU Bengkulu demonstrated that using the Kahoot Application to treat pupils had a substantial impact on their writing abilities in the English study program at STIESNU Bengkulu.

The researcher suggests that the teachers are expected to be able to be more creative and innovative to learning in the classroom. For the students, the researcher suggests that they will actively participate in developing their foreign language skills by using Kahoot Application for learning inside and outside the classroom. For universities, the researcher suggests that they expected to provide adequate facilities for students so they can improve their writing skills. For further research, the researcher

hopes that this research can be used as a reference in conducting further research. In addition, researchers hope that this research can be further developed in applying Kahoot Application for improving writing skills.

***Key Word : Writing Descriptive, Kahoot Application***





## **ABSTRAK**

Erlangga, P. 2025. Pengaruh Aplikasi Kahoot terhadap Kualitas Tulisan Mahasiswa (Desain Quasi Eksperimental pada Semester II Program Studi Ekonomi Syariah di STIESNU Bengkulu)

Pembimbing I : M. Arif Rahman Hakim, Dip.TEFL,Ph.D

Pembimbing II : Yashori Revola, M.Pd

Tujuan penelitian ini adalah untuk mengetahui apakah Aplikasi Kahoot berpengaruh terhadap Keterampilan Menulis Mahasiswa Program Studi Ekonomi Syariah di STIESNU Bengkulu. Peneliti ingin mendeskripsikan kemampuan mahasiswa dalam menulis teks deskriptif tentang tempat wisata di Kota Bengkulu. Desain penelitian ini adalah penelitian Quasi-eksperimental. Populasi penelitian ini adalah mahasiswa semester II Program Studi Ekonomi Syariah di STIESNU Bengkulu. Teknik purposive sampling digunakan dalam penelitian ini dan jumlah sampel sebanyak 26 mahasiswa. Instrumen pengumpulan data dalam penelitian ini adalah tes menulis yang mengharuskan mahasiswa menulis teks deskriptif tentang tempat wisata di kota Bengkulu. Untuk menganalisis data dalam penelitian ini, peneliti menggunakan uji normalitas dan uji-t. Secara umum, hasil penelitian ini menunjukkan bahwa nilai rata-rata pre-test adalah 53,54, sedangkan nilai rata-rata post-test adalah 66,54. Hal ini menunjukkan bahwa terdapat peningkatan sebesar 13 persen pada nilai rata-rata tes awal dan akhir. Berdasarkan hasil penelitian ini, dapat disimpulkan bahwa semester kedua program Ekonomi Syariah di STIESNU Bengkulu menunjukkan bahwa penggunaan Aplikasi Kahoot untuk memberikan pembelajaran kepada mahasiswa memiliki dampak yang cukup besar terhadap kemampuan menulis mereka dalam program studi Bahasa Inggris di STIESNU Bengkulu. Peneliti menyarankan agar para guru diharapkan dapat lebih kreatif dan inovatif dalam pembelajaran di kelas. Bagi mahasiswa, peneliti menyarankan agar mereka berpartisipasi aktif dalam mengembangkan keterampilan bahasa asing mereka dengan menggunakan Aplikasi Kahoot untuk pembelajaran di dalam dan di luar kelas. Bagi pihak perguruan

tinggi, peneliti menyarankan agar menyediakan fasilitas yang memadai bagi mahasiswa agar dapat meningkatkan kemampuan menulisnya. Bagi penelitian selanjutnya, peneliti berharap penelitian ini dapat dijadikan referensi dalam melakukan penelitian selanjutnya. Selain itu, peneliti berharap penelitian ini dapat dikembangkan lebih lanjut dalam penerapan Aplikasi Kahoot untuk meningkatkan kemampuan menulis.

***Kata Kunci : Menulis Deskriptif, Aplikasi Kahoot***



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