

ABSTRACT

Sari, Gusnila (2024). *The Effect of Skimming and Scanning Techniques Through Kahoot Application on Student's Reading Comprehension Skills*. Thesis, English Department. Faculty of Teacher Training and Education. Universitas Jambi. First supervisor: Prof. Hadiyanto, S.Pd, M.Ed., Ph.D. and second supervisor: Dr. Nyimas Triyana Safitri, S.Pd, M.Ed., St.

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This research aims to determine the effectiveness of skimming and scanning techniques through the Kahoot application on students' reading comprehension skills and to analyze whether there is a significant difference between skimming and scanning techniques through the application of Kahoot and conventional learning on students' reading comprehension skills. This research used a quasi-experimental design method, which was carried out in two classes, namely the experimental group and the control group. The population of this study was eighth-grade students at SMP N 07, with a research sample of 64 students in two classes, each consisting of 32 students. Data was obtained from the results of the pretest and posttest with data analysis using parametric statistics using the SPSS application. The findings of this research show that the average post-test score in the experimental class was 81.63, higher than the score in the control class, which was 77.00. The results of this calculation were carried out using a paired sample T-test, which showed a significant result of $0.000 < 0.05$ which means that H_a was accepted and H_o was rejected. In the N-gain test, the score in the experimental class obtained a value of 52.02, which was higher than the control class, which obtained 37.00. The results of these calculations were carried out using an independent sample T-test, which obtained a significance of $0.04 < 0.05$. Based on the results of this research, it can be concluded that the effectiveness of learning skimming and scanning techniques through the Kahoot application is greater on reading comprehension skills, and there is also a significant difference between learning using skimming and scanning techniques through the application of Kahoot and conventional learning on students' reading comprehension skills.