

KAHOOT AS A GAME-BASED LEARNING MEDIA IN THE EVALUATION OF LEARNING IN CLASS

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Abstract

Learning Media is an important part in the process of teaching and learning activities. Because with the use of media, students will be able to better absorb and understand the material presented inside and outside the classroom. Media is divided into various types, including print media namely; books, modules, LKS, and also electronic media namely; video, audio, multimedia presentations and can also use online or online content. To measure the extent to which the success of teaching and learning activities in the classroom, the teacher evaluates. The form of this evaluation can vary. Among them can be in the form of quizzes, individual or group presentations, written tests and also using kahoot media, namely by entering multiple choice questions into the kahoot application which uses internet facilities so that students can connect via cellphones or laptops to be able to directly answer quizzes presented by educators. Students can see the results directly in the ranking order. There are two types of using kahoot, namely classic and fashion. Kahoot media is used as a variation in teaching and learning activities, because students need learning that is not monotonous and teachers are also more able to use this kahoot media to support their learning in the classroom, so that children are more motivated in learning and feel happy when the teaching and learning process is taking place.

Keywords: Kahoot media, game-based learning media, learning variations

INTRODUCTION

Learning media is an important part of the lesson. Good media will influence the variety of teaching in the classroom and it is hoped that it can also improve student achievement. The lecture method, which has been frequently used so far, has changed by collaborating using the internet network (Online Learning). As educators, we can not only take advantage of the internet network to find references for study materials, but can also use the applications contained therein as a form of variation in learning and are able to make students more interesting in learning and improve their achievement. Teachers and students can easily access various matters related to lessons with the existence of sophisticated telecommunication tools.

Kahoot is an internet-based learning media containing quizzes and games. Kahoot is also an interactive learning medium because Kahoot can be used in teaching activities such as pre-test, post-test, practice questions and enrichment which can be used via students' and teachers' mobile phones. To enter Kahoot, you are required to have a Gmail account.

Internet-based online Kahoot interactive media has four features, namely games, quizzes, discussions, surveys. Games and quizzes can be played in groups or individually in the process of answering which will later be represented by pictures and colors for the right answers. The Kahoot game also requires students to answer correctly and thoroughly in answering the questions that are displayed.

Kahoot has two website addresses <https://Kahoot.com/> for teachers and <https://Kahoot.it/> for students. This platform can be accessed and used by all the features in it and it's free. The specialty of this platform is that it prioritizes the learning evaluation process through group games even though it can be played individually and must be connected via an internet network. The learning evaluation process can be collaborated with learning resources that are already widely available on the internet.



Equipment that must be prepared before the process of learning evaluation activities carried out using Kahoot so that it is optimal, namely:

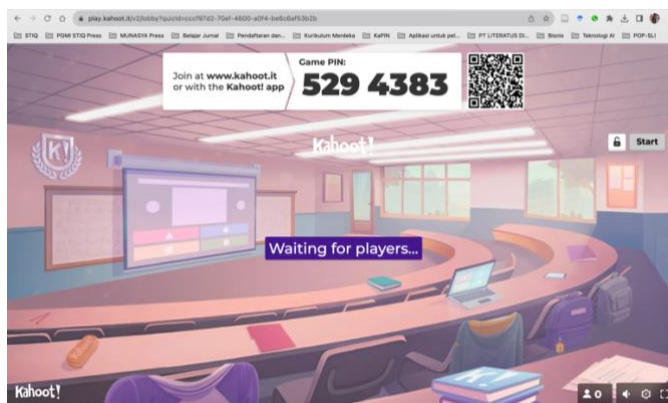
1. The equipment that must be prepared by the teacher is a projector or LCD screen
2. Students bring smartphones, tablets or laptops.
3. Strong internet connection network in the school environment.

If all of the above requirements have been met, then the next process can be carried out, namely the stage of making a quiz with Kahoot[1, p. 44]. at this stage there is a method for making evaluation activities using computers and smartphones. When using a computer, the steps can be carried out according to the following steps:

- a. Type kahoot.com and log in using a kahoot account, if not, please register via the sign up for free button and register using a Gmail or Facebook account.
- b. Open kahoot according to what you want, click quiz to create multiple choice type questions.
- c. Each question can be set for the length of time to answer and the score you get depends on the difficulty level of the question.
- d. The final stage, for each question in kahoot, you can add pictures and videos to add interesting contacts or provide assistance in answering questions.
- e. When finished, copy the link or get a PIN (combination of numbers) to access the quiz that has been created.

For students there is no need to register for an account like when entering as a teacher. Only need a PIN or LINK that has been obtained from the teacher's account when creating a quiz. To play Khoot, there are only three stages, namely:

- a. Run kahoot from an account as a teacher and display it on the screen, then click play and choose between classic mode (individual = 1 tool for 1 person) or team mode (1 tool for several people). Wait for the pin to appear as shown in Figure 2 below.



- b. Students can directly access kahoot.it and join by using the PIN that appears or scanning the barcode. Students are expected to prepare nicknames or team names if group mode is used.
- c. Wait until the student's name appears in the teacher's main monitor. Then click start.

Kahoot is a game based free learning platform, as an educational technology. The platform was developed by Johan Brand, Jamie Booker and Morten Versvik using the Professor's research Alf Inge Wang and rekannya at the Norwegian University of Science and Technology (NTNU) [2, p. 89]Kahoot is an internet-based teaching or educational application for interestingly conducted quizzes. In simple language, kahoot is a simple web-based game for free online learning[3, p. 5].

The use of Kahoot greatly assists teachers in providing creativity and innovation in learning media and can introduce students to using technology properly and correctly so that they are trained to keep up with today's technological developments. Teachers can make students comfortable and motivated to do well[3, p. 6].

There are two main steps in playing quizzes using Kahoot. the first step is to make a quiz on kahoot, while the second step is to play the kahoot quiz. As a first step, what needs to be learned from kahoot is:

1. Create an account on www.kahoot.com.
2. Prepare quiz questions.
3. Prepare pictures that can support the intent of the quiz topic, both as a whole and by number.
4. Prepare videos. When a quiz has been created in the teacher's kahoot account, the quiz can be played in the classroom, office, or at home. This kahoot quiz will bring up a PIN which will be distributed to students.

In playing this kahoot quiz, using a gadget or device each student opens the www.kahoot.it site and enters the PIN that has been given in the column requested. This kahoot quiz can be played individually or in groups. The teacher is in full control of this quiz so that he can set when the questions will be displayed. At the end of this kahoot quiz game, kahoot will display the results of the quiz and students can see the grades they have obtained.

Learning Variations

According to[4, p. 125], variations in learning activities are meaningful as a form of variety of changes in the process of teaching and learning interactions.

According to (Majid, 2014) variations of stimulation are teaching and learning interaction process activities aimed at overcoming student boredom so that in teaching and learning situations, students always show perseverance, and are full of participation.

Meanwhile, variations in learning activities are changes in the process of activities that aim to increase student motivation, and reduce boredom and boredom.

The use of variations is mainly aimed at students' attention, motivation, and student learning. According to[4, p. 125] there are several purposes for holding variations in learning activities, namely:

1. Increasing students' attention to teaching materials that are standardized to them.
2. Providing opportunities to develop students' talents for various new things in learning.

3. Stimulate the emergence of positive behavior of students towards learning.
4. Provide opportunities for students according to their level of development and ability.

In the process of teaching and learning students' problems are the focus of attention. Whatever activities the teacher does are none other than for an environmental effort that is created to please all students and can arouse enthusiasm in student learning. In order for learning activities to be active and creative learning, it is necessary to pay attention to several principles in the use of learning variations as according to [5, p. 57] this is:

1. In using variation skills, all types of variations should be used, besides that there must also be variations in the use of components for each type of variation, all of that to achieve learning goals.
2. Using variations smoothly and continuously, so that the whole teaching and learning process is not damaged, students' attention and the learning process are not disturbed.
3. The use of the variation component must be really structured and planned by the teacher. because it requires flexible, spontaneous use according to the feedback received from students. Usually there are two forms of feedback, namely:
 - Behavioral feedback involving student attention and involvement.
 - Feedback information about knowledge and lessons.

Variations in learning activities can be grouped into three parts, namely variations in teaching styles, variations in the use of media and learning materials, and variations in interaction patterns.

Variations in Teaching Styles

According to Hasibuan, et al (1988: 72-72) in Syaripuddin, 2019: 40, the things that need to be varied in learning are [6, p. 40]:

- a. Use of voice variations (teacher voice). A teacher in teaching can change the tone of a loud voice to soft, from high to low, from fast to slow, from a happy voice to sad or at one point put pressure on certain words that are seen as appropriate to the student's condition at a certain moment. .
- b. Concentration of student attention (focusing). Focusing students' attention on things that are considered important by the teacher can be done with words.
- c. Silence (teacher). A teacher explaining something when there is a sudden silence or pause is a way to get attention.
- d. Make eye contact and movement.
- e. Mimic body movements (teacher movements). Movement variations to convey the intended meaning of the spoken message.
- f. Change of teacher position in class (teacher movement). Variation of the teacher's position in the class to pay attention to students' attention.

Variation in the Use of Media and Teaching Tools.

Teachers need to make variations in the use of media and learning tools and materials so that they can stimulate students' senses of sight, hearing, touch and smell.

Variation of Interaction Patterns and Student Activities.

The use of varied interaction patterns is intended to avoid boredom, boredom, and to liven up the classroom atmosphere for the success of students in achieving goals.

METHOD

This study is a research study of learning media using kahoot based on a study of written materials such as journals as primary sources and articles to analyze kahoot-based learning and its relevance in dealing with demands for variations in learning methods, ways of thinking and ways of interacting between teachers and students [7, p. 78].

RESULTS AND DISCUSSION

The presence of kahoot means that teachers do not have to work hard to develop educational technology based on digital game-based learning to be integrated in the classroom. Ease of operation and ease of access via smartphone and computer devices, has made Kahoot a game-based learning medium with the number of active users in July 2023 recorded through the site similarweb.com having more than 19.2 million visits to kahoot.it ('kahoot.it'). it Market Share, Revenue and Traffic Analytics', n.d.) and 4.9 million kahoot.com ('kahoot.com Market Share, Revenue and Traffic Analytics', n.d.) worldwide. This strengthens indications of the ease and usefulness of learning both at school and outside of school such as training[8].

Kahoot can be used easily for various kinds of learning and training purposes both as evaluation media, giving study assignments at home or just to provide entertainment in the learning process. Kahoot is designed in a user friendly manner by considering the convenience of both teachers and students. To use Kahoot, you don't need to install software either on a computer or smartphone because it's made through web-based software and doesn't need special hardware and software specifications for its use. As a web-based software, you only need to register an account as a teacher or trainer through a Kahoot.com account. If you already have a Facebook account or a Gmail account, it will be easier to register for that account.

As user students only use the Kahoot.it URL address without having to register their own account, only entering the PIN obtained from the teacher's account when kahoot is applied. Especially on smartphones, it is facilitated by the existence of a mobile app that can be downloaded for free through the Google Playstore. mobile app to make it easier to make questions and make modifications if changes are needed at any time via a smartphone without having to go through a computer. Another advantage is that there are features for analyzing the evaluation of each student's learning outcomes and each question point to make it easier for teachers to make analyzes and provide feedback on learning outcomes. In addition, there is an increasing number of quiz game content that are available for free and are used as entertainment in the learning and training process.

Kahoot has drawbacks in terms of the need for high-speed internet facilities and the existence of rules in the school environment to prohibit the presence of smartphone or laptop devices for students to bring. And not all students have laptops or smartphones at this time. As well as having an Overhead Projector available and in condition that electricity is always available during the learning process through Kahoot. If these facilities are not available, learning will be ineffective through Kahoot media.

Excess :

- Students are more motivated to pay attention and take notes on the material taught by the teacher so they can take quizzes at the end of class.
- Students are more motivated to be quiz winners with the highest scores.
- With the time limit in working on each question on the quiz, the possibility of students to discuss with friends will be less.
- Students do not need to create a Kahoot account.
- Save paper for evaluation
- By using Kahoot, teachers will get evaluation results quickly without having to correct student answers.

Lack :

- It becomes meaningless if the learning objectives are not achieved.
- Takes a lot of time especially for initial preparation.
- There must be adequate facilities and infrastructure such as a PC/smartphone with a stable connection.
- Not all schools allow students to carry smartphones.

CONCLUSION

Kahoot as a game-based learning media can be used to optimize and improve as well as motivate and self-reliance of students. It is also used to facilitate the evaluation process and variations

in learning. For the development of students' cognitive intelligence, kahoot content can be created to encourage students to explore every material being taught. Kahoot can be used not only for learning in the classroom, but can be used outside the classroom.

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