

**THE USE OF KAHOOT APPLICATION IN ENGLISH
LANGUAGE TEACHING DURING COVID-19 PANDEMIC
ERA AT SMP IT AL HUDA WONOGIRI**



**Submitted as Partial Fulfillment of the Requirements for Getting Bachelor
Degree of Education in English Department**

By :

FIKRI FAJRI NUR SETYAWAN
A320160131

**DEPARTMENT OF ENGLISH EDUCATION
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PUBLICATION ARTICLE

Proposed by:

FIKRI FAJRI NUR SETYAWAN

A320160131

Approved By The Consultant

Supervisor,



Nurhidayat, S.Pd., M.Pd.

NIDN. 0613086903

ACCEPTANCE

THE USE OF KAHOOT APPLICATION IN ENGLISH LANGUAGE TEACHING DURING COVID-19 PANDEMIC ERA AT SMP IT AL HUDA WONOGIRI

Prepared and Compiled By:
FIKRI FAJRI NUR SETYAWAN
A320160131

It Was Defended In Front Of Board Of Examiners
Faculty Of Teacher Training And Education
Muhammadiyah University Of Surakarta
4th March 2021
Aand Has Been Declared Eligible

Team of Examiners:

1. Nurhidayat, M.Pd.
(Head of Examiner)

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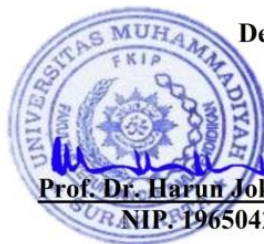
2. Koesoemo Ratih, Ph.D
(Member I of Examiner)

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3. Fitri Kurniawan, M.Ed
(Member II of Examiner)

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Dean,



Prof. Dr. Harun Joko Pravitno, M.Hum.
NIP. 19650428B199303 10

PRONOUNCEMENT

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Surakarta, 4th March 2021

The Researcher



Fikri Fajri Nur Setyawan

NIM. A320160131

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Abstrak

Tujuan penelitian ini untuk menunjukkan pemahaman yang lebih baik tentang penggunaan aplikasi Kahoot untuk pembelajaran di masa pandemic berdasarkan pendapat guru SMP IT Al-Huda Wonogiri. Penelitian ini merupakan penelitian deskriptif kualitatif dengan menggunakan pendekatan fenomenology. Data dari penelitian ini diperoleh dari metode wawancara dengan dua guru Bahasa Inggris SMP IT Al-Huda Wonogiri sebagai sumber data. Teknik analisis data dari penelitian ini menggunakan teknik analisis data interaktif yang bertujuan menghasilkan data penelitian yang akurat, sederhana, dan mudah dipahami serta dapat focus dengan tujuan penelitian dan menjawab pertanyaan penelitian. Hasil penelitian ini menunjukkan bahwa penggunaan aplikasi Kahoot di masa pandemic membuat siswa antusias untuk belajar karena display dari aplikasi Kahoot menarik untuk di gunakan, selain itu siswa menjadi lebih mudah mempelajari pelajaran karena penggunaan aplikasi Kahoot mudah di akses di saat pembelajaran maupun diluar pembelajaran, dan membuat siswa menjadi mudah mengerti pelajaran yang disampaikan karena materi yang terdapat dalam aplikasi Kahoot sederhana dan mudah dipelajari.

Kata Kunci : Kahoot, Media Pembelajaran, Learning During Covid.

Abstract

The purpose of this research is to show a better understanding of the use of Kahoot application for learning during the pandemic based on the opinion of IT Junior High School teacher Al-Huda Wonogiri. This research is a qualitative descriptive research using phenomenology approach. Data from this research were obtained from the interview method with two English teachers of SMP IT Al-Huda Wonogiri as a data source. Data analysis techniques from this research use interactive data analysis techniques aimed at producing research data that is accurate, simple, and easy to understand and can focus with research objectives and answer research questions. The results of this study showed that the use of Kahoot application during the pandemic makes students enthusiastic to learn because the display of Kahoot application is interesting to use, in addition students become easier to learn lessons because the use of Kahoot application is easy to access during learning and outside learning, and make it easier for students to understand the lessons delivered because the material contained in the Kahoot application is simple and easy to learn.

Keywords: Kahoot, Learning Media, Learning During Covid.

1. INTRODUCTION

The COVID-19 pandemic is a disaster that affects all aspects of life, without exception the world of education. Several countries decided to close schools and eventually replace them with online learning processes, including in

Indonesia. The online learning process in the Covid-19 pandemic situation uses online support media as a medium for delivering material to students. This is an effective solution to be applied in the Covid-19 pandemic situation. Due to the massive reduction in direct with people. This is confirmed by Komang (2020) in her research entitled states that the best solution for the learning process during the Covid-19 period is implementing an online learning process with supporting media. Because with the development of material delivery technology, the use of online media is more efficient to implement.

There are several applications that can be used as online teaching media namely Youtube, Schoology, google classroom, etc. But each application has its drawbacks if applied as an online teaching medium One of the operating application. This makes teachers easy-to-understand and easy-to-access apps for online learning media. One of the easy-to-operate media is Kahoot application that can be used as an online learning medium.

Kahoot application is a great online learning medium to apply in covid-19 pandemic situations. Kahoot app is an online based application and website that can provide a different learning atmosphere. Because in the Kahoot application there are interesting features such as quizzes containing learning videos, games, and training questions related to learning materials in school. One of the reasons for using Kahoot application as an online learning media than other media is that the application is simple, has interesting features from other applications, There are some application features on the app which more interesting than other applications. Inge, (2020) said that one of the right media to use in the online learning process is Kahoot application that can increase students' learning interest through its easy use.

In the learning process, supporting media are needed to facilitate the delivery of supporting media materials such as Kahoot which is suitable for using as supporting media during a pandemic because Kahoot media offers an understanding of material related to simpler school subject matter through the interesting features contained in the application Ucar (2017). In addition, the use of the Kahoot application is often used as a learning medium, but in a

pandemic situation, this media is now an appropriate and suitable medium for use. The use of applications as learning media needs to be developed to be better not only as supporting media but can be used as a medium that can overcome the learning process in the current pandemic situation.

The Use of Kahoot Application in English Language Teaching during COVID-19 Pandemic Era at SMP IT Al Huda Wonogiri can provide solutions to teachers to help delivering lesson materials to students more easily. teachers can take advantage of Kahoot application because of the interesting features contained in this application. Based on this explanation, the author wants to show a better understanding of the use of The Use of Kahoot Application in English Language Teaching during COVID-19 Pandemic Era at SMP IT Al Huda Wonogiri. Better understanding is important in understanding something without exception, a good understanding of Kahoot application as a learning support medium. Leony (2019) said that Kahoot applications include online-based applications that can help with the material submitted by teachers and can help students understand the subject matter easily.

In addition, the use of the Kahoot application in learning has not been widely applied in the school environment, because the learning methods still uses print media as a learning support medium. The presence of the Kahoot application can provide a different learning method from the previous one. This study provides a deeper understanding of the use of teaching Kahoot application as learning support medium during the Covid-19 pandemic at SMP IT AL-HUDA Wonogiri with the aim of providing information and education about the benefits of using the Kahoot application. Based on this explanation, it shows that the importance of choosing supporting media with the right learning media is confirmed by Fajar, Rahmat (2019) who said in his research that the level of success in the learning process is one of which is the selection of the right supporting media.

Research related to the Kahoot application has different focuses and objectives. Fathan, Umar (2018) said that the role of online media as a learning support medium is used with different purposes according to its intended use.

But there is little research related to the Kahoot application as a supporting medium for learning during a pandemic, so in this study the authors show that research on the Kahoot application must be developed to show a better understanding or as a source of reference about its use as a learning support medium.

The low focus of previous research on analyzing the use of the Kahoot application as a learning medium during a pandemic. So that the authors show a better understanding of the use of the Kahoot application which is used by the teaching staff as a learning support media and is also the topic of this research. However, no research has yet examined the use of the Kahoot application as a learning medium during a pandemic, seen from the perceptions of use by teachers in the school environment. Based on the explanation above, the writer wants to investigate the learning process during covid-19 by using the Kahoot application for teaching staff at SMP IT al Huda with the title: **“The Use of Kahoot Application in English Language Teaching During Covid-19 Pandemic Era at SMP IT AL-HUDA Wonogiri.”**

2. METHOD

Type of this research is qualitative research. This type of qualitative research does not require numerical calculations and the results of numerical research such as quantitative research because the purpose of this research is to obtain a human view of a thing or phenomenon that occurs. Saryono (2010) which explains that qualitative research is research used to investigate, describe, find, explain features, and the quality of unexplained social influences. While the design of this study uses a phenomenology approach because phenomenology studies describe the meaning of several individuals according to their experiences or opinions on an existing phenomenon.

3. FINDING AND DISCUSSION

3.1 Finding

3.1.1 English teachers' perceptions and opinions regarding the implementation of the Kahoot application as a learning medium during a pandemic

The perception of English teachers about the use of instructional media applications is formed based on many factors, experience of use and ease of operation of instructional media applications are one of the factors forming the view of learning media. The following is the perception of the application of learning media, namely the Kahoot application by SMP IT Wonogiri teachers from experience of use and the ease of operation, namely:

R1: R1 : "As I have learned and conveyed to students. And also based on real evidence from the use of the Kahoot application that I use to students, therefore I think that Kahoot Media is interesting and good to be used as a learning medium because the application of Kahoot material contained in the application. it is easy to learn and students also like it. I also used this application for the first time during the pandemic, I think this application is superior in its features because it has various material delivery features such as quizzes, learning videos. "(Appendix 1)

From the respondents' information above, the use of Kahoot application has an appeal for students because the features contained in the application are interesting and liked by students. And also makes students enthusiastic about learning.

R2: "The Kahoot application can make children interested in learning, but if it continues to be used it might also get bored, because students prefer to use a variety of media and not only rely on one medium. Because I think media besides Kahoot also has benefits for students. so that we must pay attention in choosing learning media ". (Appendix 2)

The use of Kahoot application provides a difference in the atmosphere in learning but according to the respondent's statement on learning during

Covid-19 of course must use a variety of applications so that students are not monotonous and have a history of using more learning media.

3.1.2 The benefits of implementing the Kahoot application as a learning medium during a pandemic

The purposes of using a learning media, one of which is to get the benefits from the use of the media that has been selected, besides that the benefits of using learning media are also an indicator of achieving success in the learning process. The more the media used to provides a lot of benefits, the more efficient the learning process will be, The following is a description of the respondents regarding the benefits of using learning media, namely the Kahoot application :

1) Attractive Display

R1: I think the Kahoot application has an attractive display for students, and I think this application is suitable for use as a learning medium (Appendix 3)

Based on the respondents' information above, it can be known that Kahoot application has an attraction to be used as a learning media during the pandemic that can be seen from the display contained in the application.

R2: For me, the Kahoot application has an attractive display, moreover the teacher can display images and can insert videos as the delivery of learning materials (Appendix 4)

The use of Kahoot application in addition to having an attraction to be used as a medium during the pandemic can also make it easier for teachers to provide more different material delivery, it can be seen from the perception of respondents above who say that teachers can add images and videos to support the learning materials delivered.

2) Easy to Access

Another benefit of using learning media applications is easy access. This is evidenced by the existence of registering for free, the data is accessed using a cellular telephone, and can be accessed anywhere and anytime

depending on the internet connection. Therefore, the following is the respondent's statement regarding the ease of access to the Kahoot application:

R1: The first advantage is that the operation of the Kahoot application is easy to access. Especially for making questions and making games. With this Kahoot, learning is more interesting for students and we as teachers will also be facilitated in delivering material (Appendix 5)

One factor of the success of the learning process during the pandemic is the use of online applications as supporting media that is easily accessible. This is very important because students have to get the youthfulness of cleavage wherever and whenever they learn

R2: Apart from that, as a teacher and I have used the Kahoot application as a learning medium during the pandemic, I found it easy to operate. Because we only need equipment such as laptop and internet access to use it (Appendix 6)

Ease in the learning process during the pandemic must be able to run well one of the factors that can affect the ease of learning is simple in using tools or something that supports the learning process such as laptops and internet access, it must also be balanced or in accordance with the selection of media that are easily accessible and understood such as Kahoot applications.

3) The delivery of material in Kahoot is easy to understand

R1: In my opinion, when I use the Kahoot application as a learning medium, the material I convey to students. I find it easy to understand. Because students look enthusiastic when I use this Kahoot media as a medium for delivering material (Appendix 7)

In the learning process in addition to the teacher paying attention to the selection of supporting media learning must also pay attention to the material submitted should have been understood and in the application

Kahoot teachers facilitated to display the material simply, interestingly, and of course easy to understand by learners.

R2: They told me that the material I gave them from the Kahoot application was easier to understand and could increase enthusiasm for solving the questions well, then attracting students' interest to be more focused on learning (Appendix 8)

Indicators of success rate in the learning process can be seen from enthusiastic learners follow the learning process well and the presence of application Kahoot proven based on the information of the respondents above can increase the enthusiasm of student learning and make students more focused on the learning process it indicates that this application is suitable to be used as a supporting media for learning during the pandemic.

The use of online media as a supporting media for learning during the pandemic certainly has a drawback because every online defense media has a difference. It is something that can be considered by teachers to choose the appropriate media to be used as a supporting media for learning. Some shortcomings of the use of online media such as Kahoot application as follows.

3.1.3 The weakness of the Kahoot application as a learning medium during a pandemic

In addition to the benefits, there are also disadvantages of using learning media, this is something common because each learning media has different weaknesses. Therefore, here are the drawbacks of using the Kahoot application during a pandemic based on the information from the teacher at SMP IT AL HUDA WONOGIRI

1) Limited quiz access

R1: Actually there is not much for the shortcomings of the Kahoot application, one of the drawbacks is that when we as teachers hold quizzes or hold tests it cannot be used for all students in one class. Usually, all classes should be able to do a test, but in Kahoot, the

weakness is that it can't be used for all children, so that's an obstacle and a drawback (Appendix 9)

Based on the respondents' information above Kahoot application certainly has a deficiency in access to the feature that is a quiz that cannot be run for more students. It is common when a teacher uses an online application to be used as a learning medium, and teacher must pay attention to the right solutions in addressing them.

2) Access to some features is not free

R2: One of the drawbacks is that we have to register first to be able to use applications or features in Kahoot (Appendix 10)

Some online media applications certainly have different provisions, One of which is Kahoot application that requires users to register and pay. It can be said to be a deficiency because it has to cost money but if the application is run by spending money, it can certainly provide a more diverse learning process and applications other than Kahoot generally apply it.

3.2 Discussion

3.2.1 English teachers' perceptions and opinions regarding the implementation of the Kahoot application as a learning medium during a pandemic

From these data, the researchers got an explanation about the implementation of the Kahoot application as a learning medium during a pandemic. The data findings relate to Licorish's theory, (Sherlock A, 2018) which provides an explanation in his research journal regarding the use of the Kahoot application to be used as a learning medium, which provides an explanation that the Kahoot application can play a role as a learning medium.

In addition, previous research on the perception of the use of Kahoot application as a learning media is one of them by Darren (2017) who said that the application of Kahoot is suitable for use in the current pandemic. It is also supported by another research from Moncada (2020) which also said

that Kahoot application has the advantages of laughing features and ease of access to be used as a learning media during pandemic. Budiati (2017) also explained in his research on Kahoot application that Kahoot application can play a good role to be used as a supporting media for learning during pandemic

3.2.2 The benefits of implementing the Kahoot application as a learning medium during a pandemic

From the data findings above, it explain some benefits regarding the implementation of the Kahoot application as a learning medium during a pandemic. The data findings are related to the Cardena-Moncada theory, Claudio, (2020) which explains his research that the use of online-based applications is a pandemic to be used as a learning medium such as the Kahoot application has benefits, namely attractive display, easy use, and helps teachers to deliver material easily.

In addition, previous research on the benefits of using Kahoot application is explained by Inge (2020) who argued in his research that Kahoot application is easy to use. This indicates that the Kahoot application offers a variety of conveniences to be used as a learning support media. The settlement was also supported by Carlos (2017) who also agreed that Kahoot application can help teachers to deliver materials easily. It is an ease that can be used by teachers to deliver materials during the current pandemic. In addition, other previous research also said that Kahoot application can provide a different learning atmosphere, attract students and make students more focused on the lessons (Licorish (2018)

3.2.3 The weakness of the Kahoot application as a learning medium during a pandemic

The data from the findings above illustrate the weaknesses of using the Kahoot application as a learning medium in pandemic AMSA. The findings are following Edison's theory, (Carlos, 2017). In his research, the Kahoot application has limitations, namely limited access to several features and user access to quizzes. This is following the findings in this study.

In addition, Boden (2018) also said in his research that the weakness of the use in Kahoot applications, can only be used by 10 users. Another previous study by Baszuk (2020) also revealed that the use of Kahoot application relies heavily on good internet access and if there is an internet signal problem then Kahoot application will be constrained in its use. Damara, (2016) also explained that one of the disadvantages of Kahoot application is that Kahoot application language cannot be changed into Bahasa Indonesia. This provides difficulties for students who do not understand English.

4. CLOSING

Based on the findings and discussion of the research results, it can be concluded that the response from the application of the use of the Kahoot application as a learning medium during the pandemic according to the SMP IT teacher is interesting to use, And it can be used as a variation of learning media. In addition, the advantages of the Kahoot application according to respondents can help teachers deliver material more easily, it can even increase student enthusiasm for learning, and can increase student enthusiasm for learning. Even though there are limitations in the form of limitations in the Kahoot application such as limited access to quiz use and some features when using free mode.

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