AN ANALYSIS THE USE OF KAHOOT MEDIA IN THE COOPERATIVE GRAMMAR LEARNING PROCESS AT SCHOOL

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ABSTRACT

This study aimed to analyze the use of Kahoot media in cooperative grammar learning through the students' learning process at school. Data collection techniques used literature study. Researchers took seven articles and then analyzed them qualitatively. The results showed that the use of Kahoot media in the cooperative grammar learning process has a positive impact on students. Students continued to be ambitious in learning even before learning began. Students' grades were better at capability. They performed fewer mistakes and were more enthusiastic. The learning condition was fun and effective in motivating students in learning, especially learning foreign languages. Therefore, it is suggested to use Kahoot as a medium of the teaching-learning process.

Keywords: Kahoot; Cooperative Learning Process; Grammar

INTRODUCTION

Recently, several researchers on language teaching have shown an increasing interest in using technology in the learning process, especially in learning English. Several studies (Piskorz, 2016; Medina & Hutardo, 2017; and Prieto, 2019) discuss the use of technology, especially Kahoot media, in the learning process. They found that Kahoot media provided rules in the teaching and learning process. In other words, their belief in using technology will help teachers transfer knowledge, and students will be more interested in learning.

Moreover, technology is trendy in this modern era, so it cannot be denied that humans always use technology in their lives. It is not only used in daily life but also in business, entertainment, and even in education. In education, technology plays a crucial role because it can be a means of information or even a learning medium that can help teachers teach and learn activities. In line with Susanti (2017), technology is currently desired for teaching and learning activities. Applying technology in teaching can expand student learning by supporting learning objectives, and the learning process will be more enjoyable.

Basically, teachers in education, especially grammar learning, can transfer messages of knowledge to students (Chotimah, 2018). As it is known that learning grammar is vital in mastering a language because it is the foundation of all languages. According to Muhsin (2015), grammar plays an essential role in learning English as a foreign language. In this situation, students can construct
English sentences and communicate with each other using grammar. In addition, grammar is the basis of both language teaching and learning. It is also known as a structured set of principles that govern the composition of clauses, phrases, and words in the language (Hestiningish, 2016).

But in reality, in learning grammar in the classroom, they often face many problems. It is not only faced by teachers but also by students so that the objectives of learning grammar are often not achieved optimally. Especially in learning English, many students and teachers are always faced with severe problems that make learning this language not going well (Khajloo, 2013). As a result, learning grammar sometimes becomes something that is considered difficult, tedious, and even makes someone feel frustrated.

To create exciting grammar learning in dealing with the problems above, teachers can use several learning media. One of these learning media is Kahoot. Kahoot is a game-based learning and assessment platform for students in real-time.

According to Dellos (2015), Kahoot is a student response system involving students in games such as impromptu quizzes, discussions, and surveys. It is also mentioned by Susanti (2017) that Kahoot is game-based learning consisting of several questions such as quizzes, discussions, and a survey on a specific topic that the whole class can play in a certain amount of time. Furthermore, media Kahoot emphasizes student-centered learning. Cause, sometimes the learning process is only focused on the teacher or teacher-centered, which makes students bored in the classroom.

However, by using Kahoot, the students can play games and learn grammar simultaneously. It also reduces students' boredom during the grammar learning process. Therefore, Kahoot is an alternative and innovative media that can increase students' learning motivation (Chotimah, 2018).

There are various options in playing Kahoot media, such as a classic mode where students play the game individually and team mode where students play Kahoot in groups. Therefore, the teacher concerned uses the Kahoot media by playing team mode in this cooperative learning. According to Agus Suprijono (2009: 54), cooperative learning is a broader concept encompassing all types of group work, including forms that are more teacher-led or teacher-directed. In general, collaborative learning is considered more teacher-directed, in which the teacher assigns tasks and questions and provides materials and information designed to help students solve the available problems. In addition, the teacher usually gives a particular form of the exam at the end of the assignment.

According to Hamdaya (2016, p. 60), "Cooperative Learning Model is a learning model that utilizes small groups in several learning activities that allow students to understand within group members to maximize learning." The teacher tries to convey engaging learning activities to make students understand and follow the learning activities well in teaching. By utilizing Kahoot media, teachers can create an engaging learning atmosphere so that students can be more motivated and interested in the grammar learning process, which will affect student learning outcomes.
METHODOLOGY

This research aimed to see how the learning process of grammar in the use of Kahoot media. The study was library research-based or a literature study. It is a study to obtain the necessary data by reading many sources from the library and several sites. Data and sources were taken from seven articles. The collected information was then analyzed qualitatively. According to Miles and Huberman (1994), the data collection that was analyzed qualitatively was carried out interactively and continuously until completed and explained in several steps. This study also explained the advantages and effects of using Kahoot media in the learning process, the impact experienced by students and teachers in the learning process using Kahoot media, and what successes teachers obtain when using Kahoot media in English learning.

FINDING AND DISCUSSION

Table 1 Research about Kahoot Application

<table>
<thead>
<tr>
<th>Title</th>
<th>Findings</th>
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<tr>
<td>Perceptions of Students for Gamification Approach: Kahoot as A Case Study</td>
<td>These findings suggest that gamification can be effectively integrated into lessons using the Kahoot app. The ease of using Kahoot is one of its most significant advantages. Students stated that gamification could be easily used in all fields, and they reported that this method improves student learning before coming to class. In addition, incorporating gamification methods in the classroom makes students more ambitious, directing them to study harder.</td>
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<tr>
<td>The Effect of The Kahoot Quiz on the Student's Results in Exam</td>
<td>The exam results were analyzed based on several Kahoot quizzes they took part in, comparing the results of each question-based. The results show that students who took part in more Kahoot quizzes tend to reach higher exam marks. Moreover, they marked more correct answers and less incorrect ones. In conclusion, using some level of game-based learning positively affects the student's results and perception of learning.</td>
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<tr>
<td>Students Assessment of the Use of Kahoot in the Learning Process of Science and Mathematics</td>
<td>The results obtained on the assessment of the tool by students, in terms of the benefits in the learning process, have been very positive and help us to examine the potential of the use of online questionnaires in the classrooms.</td>
</tr>
<tr>
<td>Using Kahoot to Improve Reading Comprehension of English as a Foreign Language Learners</td>
<td>The findings of the study indicated that there was a significant increase in learners’ reading scores after seven weeks of intervention incorporating reading questions. The participants’ answers to the survey, along with the...</td>
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open-ended questions, also revealed that they had not only positive attitudes towards the Kahoot game but also made significant gains, particularly in vocabulary. Overall, findings suggest that Kahoot can be an effective way to motivate EFL learners, thereby enhancing their ability to comprehend various reading materials.

**Kahoot Application for Grammar and Reading Comprehension Testing: Designing, Developing, and Validating**

Based on the results of the validation sheet from three experts by the means score of percentage was obtained 68.66%, It means that English quiz using Kahoot application for grammar and reading comprehension test was feasible to be used in learning English.

**Kahoot: Bring the Fun into the Classroom!**

In conclusion, the results and discussions show that the participants had positive enthusiasm toward the Kahoot! Game in the classroom, and they also showed their satisfaction with the making and or creating their own game on Kahoot. They claimed that this game would be useful not only to review the materials that they will present later in the classroom but also will create a fun and interactive atmosphere. This is reflected by the enthusiasm of the participants shown throughout the quiz (100% fun/enjoyment). The intrinsic motivation that they experienced during the modeling was enhanced by the desire to win. Thus, as educators, they can use this to enhance the learning activities within the classroom and especially with the modern learners that they are facing.

**Kahoot! – Game-Based Student Response System**

In times of financial constraints, the fact that Kahoot is a free resource makes it an appealing prospect for incorporation into all levels of teaching. The bright interface and lively music motivate students: our personal impression, from observing groups of up to fifty-seven undergraduates engaged in Kahoot! Activities are an instant surge of energy in the room, avid participation, light-hearted banter, and competition. Consequently, one thing to remember when using Kahoot is to be prepared for increased classroom noise!

Based on the table above, several research results are similar to my title, discussing Kahoot. With the results of several studies above, the researchers found several essential points, namely:

1. With the Kahoot media application, children become ambitious and more enthusiastic in learning even before learning. So with this sense of ambition, it can direct students to be more active in learning. This is supported by Dwi
Hartanti (2019). She states that by using the Kahoot application, the learning process can maintain continuous motivation to learn to create a learning atmosphere that is more interesting, fun, and not boring. The Kahoot application can increase students' interest and motivation in learning, making it easier for them to understand the material provided by the teacher.

2. The use of Kahoot application media in learning positively impacts students, thereby making students' grades better by having fewer errors and more correct ones. Suci Hartati (2020) also supports this. She reveals that educational games can increase students' interest and learning outcomes in thematic learning of science content for class V at Masjid Syuhada Elementary School.

3. The Kahoot application can effectively motivate students to learn, especially foreign languages. The integration of ICT, especially smartphones, in learning English in the classroom can add positive energy to students, which increases students' motivation, involvement/activity, and academic success (Indra Perdana, Rinda Eria Solina Saragi, Eric Kunto Aribowo: 2020).

4. Media Kahoot in learning positively impacts learning outcomes and creates enthusiasm for students in learning and a pleasant atmosphere while learning. The use of Kahoot media to face the industrial revolution 4.0 in education is appropriate because almost all educators and students can use Kahoot media. In the implementation, they can also utilize the internet to find additional references in the learning and teaching process both to find material information, audio, and video learning. Furthermore, the educators can take advantage of educational applications that are available for free on the play store that is easy to understand and exciting to improve the learning process (Aprilia Riyana Putri, Muhammad Alie Muzakki: 2019).

Based on some of the points above, it can be concluded that kahoot media has more positive impacts in learning such as, it can increase student motivation in learning, the learning atmosphere in the classroom becomes fun, becomes a tool to increase speaking skills and can be used outside of school.

Identify Strengths and Weaknesses of Kahoot

The table below exhibits the internal strengths and weaknesses of Kahoot, as well as the external opportunities and threats.

<table>
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<tr>
<th>Strengths</th>
<th>Weaknesses</th>
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<td>Attractive, colorful interface</td>
<td>Aware of an expectation for quick response, students may guess or answer questions without thorough consideration</td>
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<td>Encourages active participation</td>
<td>Noise generated when large groups of students become excited</td>
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<td>Completely free</td>
<td>Students without a device are not</td>
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<td>Multiple question styles</td>
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<td>Easy-to-create quizzes</td>
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<td>Allows the shy student to answer</td>
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CONCLUSION

This study was organized to answer the research problems; that was, Kahoot media is effective on the grammar learning process of the cooperative model. During the new trend period of language teaching and learning, using technology has become one of the valuable techniques for mastering English. Application usage is one type of platform that English teachers and learners’ use. Therefore, the literature shows several benefits of using media applications such as Kahoot applications in learning multimedia that can positively impact grammar learning skills with cooperative models. This media was not only can be used for teaching and learning but also a game that can be combined with the material so the students can play and learn simultaneously. By having Kahoot media in the classroom, the teacher will be helped in explaining and giving both materials and quizzes to the students. In addition, the students feel more fun with the learning process since they can minimize the boredom in the classroom with the Kahoot media.

REFERENCES