

Motivate Students to Learning English Using the Kahoot Game



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ABSTRACT: Learning motivation is an impulse that arises from within a person consciously or unconsciously to take action with a specific purpose. Selection of appropriate learning media to consider the needs of students and learning. Kahoot game media is one of the suitable ICT-based media because it is easy to use and is a platform that supports distance learning activities. This study examines the learner's perspective on the motivation to learning English using the Kahoot game. This study uses a quantitative descriptive method. The researcher uses a Google Form questionnaire to find the motivation to learning English using the Kahoot game from the learner's perspective. Respondents were 35 students, the English education study program at IAIN Syekh Nurjati Cirebon in the 2021/2022 academic year. The results shows that in general, there is a positive response that students have the motivation to use the Kahoot game as a medium for learning English. Easy to access, attractive appearance, and is like a game, this is the attraction of Kahoot game to attract interest in learning English. Through the features in the Kahoot game, students admit that there has been an increase in their English skills.

KEYWORDS: Motivation, Students, Learning English, KAHOOT, Media.

INTRODUCTION

English is a universal language because most countries use it as the primary language. In addition, English is one of the essential international languages to be mastered or learned. Some countries, mainly former British colonies, place English as a second language that must be mastered after their native language (Maduwu, 2016). Discovering and getting English is a necessity. However, learning English requires selecting the suitable media to get maximum learning outcomes (Huriyah & Hidayat, 2022).

The development of increasingly advanced technology can help humans work efficiently and provide enormous benefits in today's life (Hidayat et al., 2022). The result of technology also has an impact on the video game industry. The game industry that used to be not very well known has become famous following the times. There are many game industries now that make video games so that they can be played alone or together. The internet has become one of the essential things to access something in this modern era, especially accessing a game (McMillan & Morrison, 2006). Regarding the educational aspect, using digital technology is a form of motivation for teachers to innovate in teaching styles or methods (Hidayat & Perdana, 2021).

A game can be played with specific rules until someone wins and someone loses, usually in a state of fun or for refreshing (Lazzaro, 2009). A learning activity is used to investigate the bond between several players and people who reveal a sensible plan. The game consists of rules that make competitive conditions starting from individuals or groups by determining strategies that are made to increase their wins or reduce the opponent's wins (Vandercruysse et al., 2013). Certain conditions can ensure the chance of a move for several players, and several players accept any information as a play advantage and any win or loss in some situations.

The Kahoot game is an educational game that intends to raise students' interest in learning by exploring the material of a lesson by playing so that a happy, cheerful, and not monotonous feeling arises. Kahoot is one of the learning media based on video games. Kahoot is free to play, fun to learn, and has user-customizable learning materials. The Kahoot game is one of the interactive learning tools (Ilmiyah & Sumbawati, 2019). That can make learning activities more fun, effective, and not monotonous for students and teachers because the Kahoot game implements a learning system that includes the active role of students and their peers to compete in learning activities (Putri, 2019; Zarzycka-Piskorz, 2016). Kahoot games can access from various devices such as laptops, PCs, and smartphones (Bicen & Kocakoyun, 2018; Nguyen & Yukawa, 2019). www.kahoot.com is the official website that can be accessed anytime.

Learning motivation is an impulse that arises from within a person consciously or unconsciously to take action with a specific purpose (Sari, 2018). Students who have learning motivation can be monitored through their activities regarding how to learn related to the desire to learn, seriousness, concentration, and perseverance. Students who have excellent learning motivation can display a strong desire and attention to learning activities without regard to boredom. Motivation is a psychological state in the form of motives that exist within a person consciously or unconsciously to do a sure thing (Octavia, 2020). Motivation can also be activities

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that can encourage individuals or people to move to do something because they want to achieve something they want or get pleasure from what they have done (Oktiani, 2017).

Like learning other subjects, student motivation is vital in learning English (Rahmat & Jannatin, 2018). Meanwhile, using digital technology in education has an emotional therapeutic effect on students to stimulate students' enthusiasm and motivation (Perdana et al., 2021). This study examines the learner's perspective on the motivation to learning English using the video game Kahoot.

METHOD

This study uses a quantitative descriptive method. The researcher uses a Google Form questionnaire to find the motivation to learning English using the Kahoot game from the learner's perspective. Respondents were 35 students in semester 5 of class A, the English education study program at IAIN Syekh Nurjati Cirebon in the 2021/2022 academic year. Descriptive data analysis explains the motivation of students to learning English using Kahoot game.

RESULTS AND DISCUSSION

Table 1. The results of a questionnaire about students' interest in using Kahoot game in learning English.

Questions	Frequency		Percentage	
	Yes	No	Yes	No
Do you know the game Kahoot?	34	1	97.14	2.86
Have you ever played the game Kahoot?	33	2	94.29	5.71
Do you have the motivation to use the Kahoot game in learning English?	33	2	94.29	5.71
Do you get the urge to learning English when playing Kahoot game?	32	3	91.43	8.57
Does your English skill improve when playing Kahoot game?	32	3	91.43	8.57

Table 1 shows that, in general, there is a positive response that students have the motivation to use the Kahoot game as a medium for learning English. 34 students (97.14%) knew about the Kahoot game, 1 student (2.86%) did not know about the game Kahoot. 33 students (94.29%) have ever played the Kahoot game, 2 students (5.71%) have never played the Kahoot game.

Table 1 shows that, 33 students (94.29%) were motivated to learning English when playing the Kahoot game, 2 students (5.71%) were not motivated to learning English when playing the Kahoot game. 32 students (91.43%) get encouragement to learning English when playing the game Kahoot game, 3 students (8.57%) not students get encouragement to learning English when playing the game Kahoot game. In line with Yuniarti & Rakhmawati (2021), the desire to learning English using Kahoot games is stronger than conventional learning. Zarzycka-Piskorz (2016) says motivation is a strong factor when someone plays games. For foreign language learners, the Kahoot game is easily accessible and helpful for teachers and students (Yürük, 2019). Kahoot games can help teachers provide creativity and innovation in English learning media (Ratnaningsih et al., 2021). They can teach students to use technology wisely and appropriately to keep up with technological advances in this modern era. Teachers can make students creative, comfortable, and motivated to do things well (Veljković Michos, 2017).

Table 1 shows that, 32 students (91.43%) stated that playing Kahoot games could improve their English skills and 3 students (8.57%) said that playing Kahoot games could not improve their English skills. In line with Mansur & Fadhilawati (2019), learning to use Kahoot can also make it easier for students to memorize new vocabulary. Even the teachers will not find it difficult because they see their students learning English using the Kahoot game

Since the learning process entails the interaction between learning elements such as teachers, students, learning materials, learning media and learning environments, the use of media in learning is important (Sofiana & Mubarok, 2020). Teachers and students will benefit from the use of media in the learning process (Suartama et al., 2020; Toharudin et al., 2021). The advantages are: 1) the learning process becomes more organized and enjoyable; 2) the process of learning becomes more interactive; 3) time and effort efficiency; 4) increase the level of student achievement; 5) the process of learning will take place anywhere and at any moment 6) changing teachers' roles to make them more productive and effective. Furthermore, the advancement of educational media has aided in the improvement of student character (Pramono et al., 2021).

Selection of appropriate learning media to consider the needs of students and learning (Huriyah & Hidayat, 2022). Kahoot game media is one of the suitable ICT-based media because it is easy to use and is a platform that supports distance learning activities so that it can increase student learning motivation (Anggraini et al., 2021; Ratnaningsih et al., 2021). Kahoot game media can maintain students' continuous motivation to learn so that a more interesting, fun, and not boring learning atmosphere can be created (Licorish et al., 2018). Using the Kahoot game can increase students' interest and motivation in learning, making it easier for them to understand the material provided by the teacher (Bicen & Kocakoyun, 2018). Through learning media, students can be more motivated to carry out teaching and learning activities and improve learning outcomes and motivation. The advantages of using

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learning media in the learning process include making learning more interesting for students, which can help students increase their learning motivation. In addition, students can better understand the subject matter if the media is designed creatively and innovatively. Learning media can clarify messages, so they are not too verbal, foster a love of learning by allowing students to interact directly with learning resources, and overcome the limitations of space, time, energy, and sensory power.

The most exciting part when playing the Kahoot game for learning English is when all the questions have been answered, the player's computer screen will immediately display the correct or wrong answer. Students can correct their answers to English questions, which is the main point of improving their English skills. Kahoot game is a change in the field of technology that can provide educational benefits and be used in the teaching and learning process. Learners can be more active in learning using Kahoot games. Students can easily understand the English material given by the teacher. English is not the everyday language students use, so the impression of being difficult and tedious is always there when learning English. Learning tools with Kahoot can create a feeling of joy, interest, and fun for students during learning activities and can raise their self-confidence and self-esteem when they can master the game.

CONCLUSIONS

In general, Kahoot game can attract students' attention to learning English. Easy to access, attractive appearance, and is like a game, this is the attraction of Kahoot game to attract interest in learning English. Through the features in the Kahoot game, students admit that there has been an increase in their English skills.

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