

THE USE OF KAHOOT APPLICATION AT THE OPENING OF A WORKSHOP

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ABSTRACT

Nowadays the use of a technology is no longer unfamiliar. Technology sophistication offers many applications that can be used by lecturers and students to improve their abilities. One application that can be used to motivate the students in an opening and closing a workshop is the Kahoot application. Game Education Program by utilizing the Kahoot Application Program in Teaching and Learning Process, is a learning method that involves all students and teachers or lecturers in the learning process towards a meaningful learning that can be accessed online. This application is very effective in opening of a workshop and to keep the participants or the students stay focused and also can increase their interest to the workshop. The purposes of this study are, first to identify how to implement the use of the Kahoot application, second is to know the benefits of the Kahoot application in the process of opening a workshop, in creating an innovative and creative learning, to achieve the effectiveness of learning, and to make a fun learning. The methodology in this study uses the Descriptive Research Method by experimenting the using of Kahoot at a Workshop at the Islamic University, Widyatama University and also at STIA Bandung. The results of this study that the use of the Kahoot application can motivate the students to stay focused on the workshop, adding their insights, knowledges, and to make the workshop become an effective one.

Keyword: Kahoot, workshop, technology, application, lecturers

INTRODUCTION

A workshop activity is an event where some people who have expertise in certain fields gather to discuss a particular problem and teach the workshop participants how to combine theory and practice. At the workshop the use of technology as a learning medium is to facilitate both teachers and students in managing, delivering information and making a different learning experience. (Hamalik, 1986) states that the use of a media in learning can arouse new desires and interests, increase motivation and stimulation of learning activities, and even effect psychologically on the students. The development of technology is getting sophisticated (Simatupang 2019). One of the technology innovations is learning process becomes conducive, interactive, interesting and can help the teachers to be able to make an assessment evaluations of students is to use the Kahoot platform. Kahoot application can facilitate the teacher in evaluating. Kahoot is an alternative choice from a variety of interactive learning media that makes the learning process fun and not boring for both students and teachers because the Kahoot application emphasizes a learning style that involve the relation of the active role from the students with their colleagues in a competitive manner towards learning that is or has been learned (Harlina, Nor, & Ahmad, 2017). Kahoot can influence a child's emotional social development in the ability to compete and collaborate (Integrasi & Kunci, 2017).

Group games are the main design of Kahoot's use and can also be played individually. There are two Kahoot website addresses, <https://kahoot.com/> for the teachers and <https://kahoot.it/> for the students. Usage and access to Kahoot is

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free, including its features. Online quizzes, surveys, discussions and jumble / mix are Kahoot platforms that can be used, where to play it has a variety of ways. The Kahoot game in this study utilizes an online quiz platform. Kahoot learning in class is carried out in a way that is; the teacher creates an account for free on the website <https://kahoot.com/> which can later be linked to a Google account. The teacher makes the features and question material that has been prepared according to the learning needs. After the material is finished, the teacher gives a pin that is given access by Kahoot and asks the students to access the website page <https://kahoot.it> to enter the pin and username (to make it more interesting and easy, the teacher can use a projector). The teacher's main device will display questions in the form of multiple choices, students choose the correct answer from the existing device in accordance with the predetermined time duration (will be more interesting and easier if using a smartphone). Students who choose to answer the fastest and correct answer will get a higher score, competitively, at the end of the game the teacher can save the results of the answers of each student on google drive or directly downloaded on their computers in the form of a spreadsheet, as an assessment evaluation, and to make it more interesting the teacher can also give some rewards to the students who gain the highest score.

LITERATURE REVIEW

According to Simatupang (2019) The Positive impact Technology development is able to make it easier for us to find the information we need. One of the positive impact of technology is to help the students to be a creative and innovative through able to operate the technology or application such as Kahoot is a free learning platform based game, as an educational technology. Kahoot is a website on the internet that can present a lively and lively quiz atmosphere in the classroom. By playing Kahoot, learning becomes very enjoyable and makes students not bored following learning which is very difficult to understand. But this Kahoot learning really requires an internet connection that is the main requirement. Because quizzes or questions that are available and made using kahoot can only be played online. Happens there is a thrill and there is also not good anyway because that is if you do not have an internet connection then you can't play, you can only watch it. But there are also advantages that are very interesting, this quiz can not only be run through a PC, but can be done with a smartphone, with the same conditions, can the internet or online. Kahoot is divided into two, namely for participants and for the admin.

Kahoot application is an effective, fun, and not boring media. In addition, the use of Kahoot media can trigger interest and motivation to learn Indonesian in a fun way without having to hold text in the form of paper and other stationery. As mentioned by Arsyad (2010) that "in learning good media is needed to support learning practices and the media can arouse new desires and interests and provide motivation and stimulation of learning activities.

The use of the Kahoot application can also be applied to workshops and seminars. The goal is that the participants do not get bored listening to the speaker. Through this kahoot application, the participants were still focused and enthusiastic during the workshop activities.

RESEARCH METHOD

The main purpose of this study is to obtain a description or an objective description of a situation so that it is designed as a problem solving of the conditions that we are facing now. The purpose of this study is also intended to be able to provide an explanation of an individual, or a group understanding accurately in using the Kahoot platform as an interactive learning media that contain exercises and games that can be used in workshops.

In accordance with the aims and objectives of this study, the research method used in this study was a qualitative study by conducting a direct experiment on the use of the Kahoot platform on students participating in the workshop. The Research Questions in this study are:

1. What is the Implementation of using Kahoot Application?
2. What are the Effects of using Kahoot Application?

RESULTS AND DISCUSSION

The presence of kahoot, both teachers and lecturers can make quizzes more interesting and will certainly be more fun. How to play it is also quite easy so after the quiz is made later you can share the PIN listed on your quiz, if you are a quiz maker then you have full control of the quiz. Kahoot can be used for opening the seminar or workshop to motivate participants.

1. Kahoot Implementation

The using of the Kahoot application is very helpful at the workshop because we can create Kahoot interactive quizzes or games so that the workshop is no longer feels monotonous and boring.

How to apply Kahoot Platform you can follow the following steps: Open the Kahoot website at <http://kahoot.com/> then log in with an account that you already have. After that, click the My Kahoots menu and click the **Play** button, it will appear as follows.



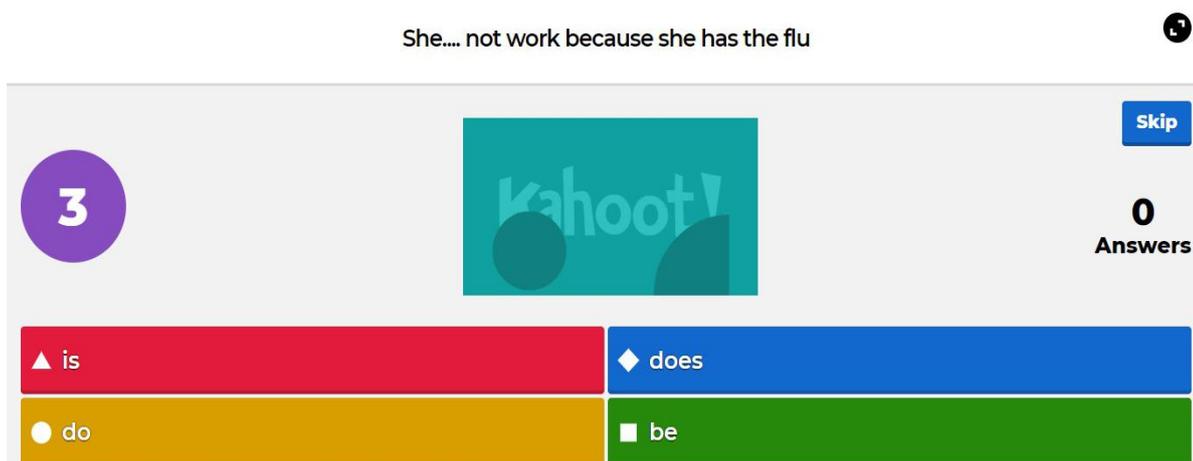
(Source: Workshop 104 Files, December 2019)

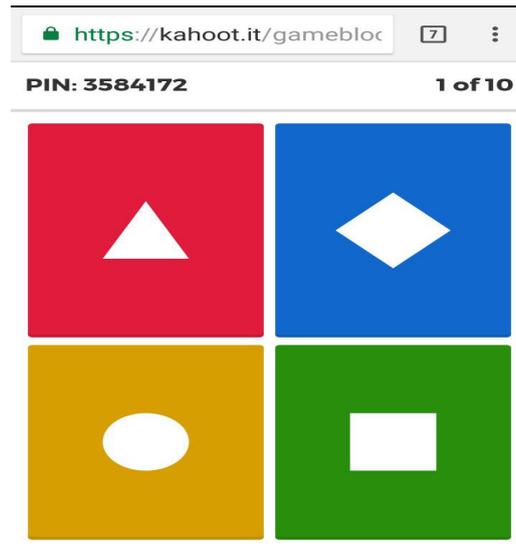
Then, a Game PIN will appear which must be entered by each student / participant. Give the instructions to the students / participants to access the website <https://kahoot.it/> with their cellphone and then ask them to enter the available Game PIN. Usually, the teacher presents the game with the help of a LCD projector so that the display can be seen by all students.



Participants have successfully entered, please click the **Start** button!

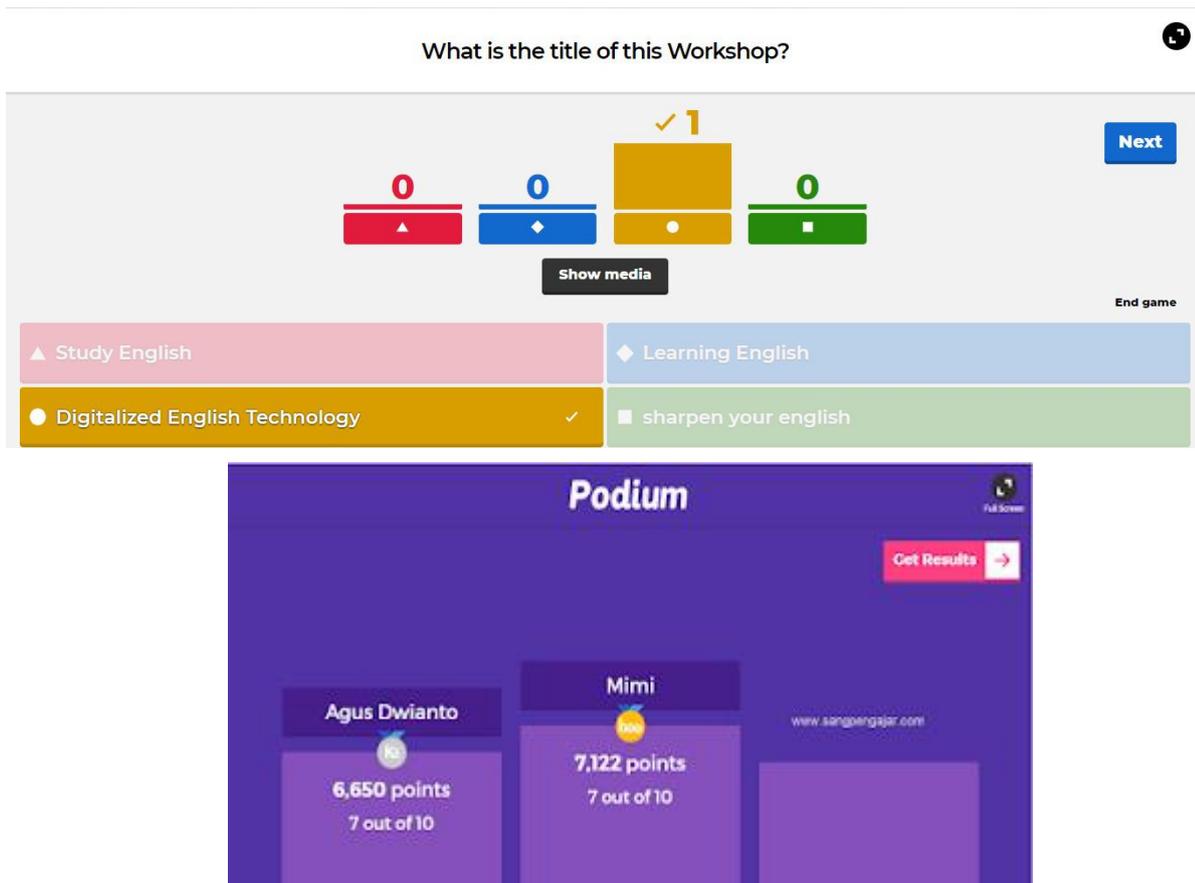
The display of the quiz on the teacher's screen will be as follow:





(Source: Workshop Activities, December 2019)

The students or the quiz participants only need to choose a sign that represent each answer option. The highest score is automatically given to the student or participant who answer correctly and the fastest. Thus there will be competition between all participants. The atmosphere will be dynamic.



The complete scores of all participants can also be displayed by clicking the **Get Results** button.

2. The Benefits of Using Kahoot

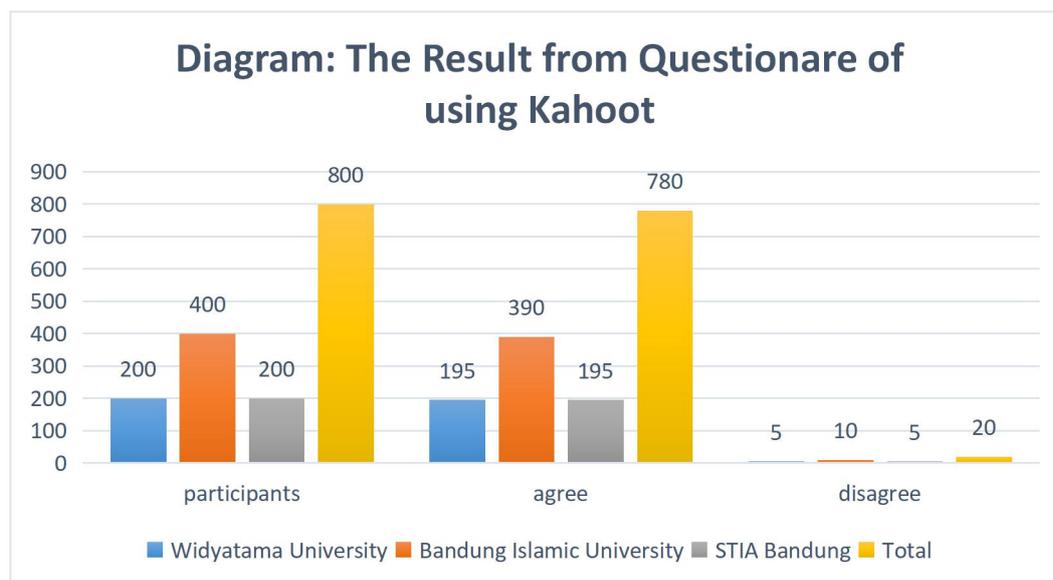
Kahoot can be used easily for a variety of learning and training needs both as a medium of evaluation, the provision of learning assignments at home or merely to provide an entertainment in the learning process. Kahoot is designed in a user friendly manner by considering the convenience of both teachers and students. The use of Kahoot does not need a software installation either on the computer or smartphone because it is made through web base software and does not need a special hardware and software specifications for its use. As a web base software only an account registration is required as a teacher or trainer through a Kahoot.com account. When you already have a Facebook or Gmail account, it will be easier to register for that account.

As users the students only use the Kahoot.it URL address without registering their own account, only entering the PIN obtained from the teacher's account when kahoot is applied. Especially on smartphone, facilitated by the mobile app that can be downloaded for free through Google Playstore. The mobile app is to facilitate the making of questions and modifications if at any time changes needed by using a smartphone without having to go through a computer.

Another advantage is the existence of analysis features from the evaluation of learning outcomes of each student and each item of questions to facilitate the teacher to make an analysis and feedback on the learning outcomes. In addition, more and more quiz game's content available to access for free and is used as an entertainment in the learning and training process.

Tabel 1 The Result from Questionare of using Kahoot

no	institution	participants	agree	disagree
	Widyatama University	200	195	5
	Bandung Islamic University	400	390	10
	STIA Bandung	200	195	5
	Total	800	780	20



Based on the data analyses the participants who attended the workshop in Widyatamata University as many as (200 participants/97.5% agree to use kahoot in the opening of workshop, however at Bandung Islamic University as many as (390 participants/ 97.5% same with Widyatama University and at STIA Bandung as many as Widyatama University. It means that they are happy to use Kahoot application.

CONCLUSION

The use of the Kahoot application as a learning media is very interesting, effective and fun especially when we use it in a workshop. This application is very interesting because we can make games, exercises and it is also easy to access. In addition, the use of Kahoot quiz platform can increase the enthusiasm of the students in a workshop and a seminar and also the Kahoot quiz platform as a learning innovation can increase the activeness of the students in the process of learning English both independently or with the team.

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