# An Analysis of Students' Perception Using Kahoot Game in Vocabulary Classroom

**Melinda Kusumaningrum[1*], Listyaning Sumardiyani[2], Ririn Ambarini[3]**

[1]English Education Study Program, Universitas PGRI Semarang, Semarang, Indonesia

[2]English Education Study Program, Universitas PGRI Semarang, Semarang, Indonesia

[3]English Education Study Program, Universitas PGRI Semarang, Semarang, Indonesia

* melindakusuma884@gmail.com

## Abstract

The world of education is currently advancing with increasingly sophisticated technology. There are various education-based online platforms that students and teachers can use as learning media for students. Media such as Kahoot based on educational games can increase students' enthusiasm during learning. This paper aims to determine students' perceptions of Kahoot as a learning medium and determine the percentage of students' interest in using Kahoot. This research is qualitative descriptive for seventh-grade junior high school 2 Tegowanu. The findings show that each student perceives Kahoot, namely positive and negative perceptions. The second finding, led by percentage, is that students feel happy, enthusiastic, and easily remember vocabulary, and Kahoot is useful for students while learning English vocabulary.

**Keywords:** perception, kahoot, vocabulary

## Introduction

English is a familiar language in the world, especially for students. Since the students in elementary school already know the English language, one of the lessons was getting in the school. Language skills have four components that must be understood: listening, speaking, reading, and writing (Sakinah Fitri, 2021). The four skills have the same relationship and have the same critical role. They are listening allows a person to concentrate and be able- to digest information. Speaking skills are needed to express ideas or statements not only convey but can be understood by the recipient of information. Reading skills can help develop parts of language such as vocabulary, spelling, tongue, sentence structure, language on sentence, or writing skills. Writing skills that the recipient of the information can understand can be seen from the choice of words used.

It becomes necessary for the teacher to provide direction to students who have a problematic situation in the learning process, significantly when to add improving vocabulary in a second language. Regarding the issues at hand, researchers to give solutions to creating an effective and efficient learning environment and making situations in teaching fun. Games are typically designed to encourage learners' desire for competitiveness, goal achievement, and genuine self-expression while promoting interactivity, having a set of rules with a quantifiable outcome, being colorful, engaging, and incredibly realistic.

Everyone has a good time, and one of the most enjoyable activities is playing a game, when playing a game they will spend hours to do it again and again (Listyaning Sumardiyani, 2014). By (Ambarini, 2012), Games are fun activities that make students free to move according to the interactions given by the teacher. The competitive ambiance also makes learners concentrate and think intensively, enhancing the unconscious acquisition of inputs. It is indicated that most students expressed fondness for the relaxed atmosphere, competitiveness, and the motivation of games (Antonia Williyam, 2016).

According to (Bicen and Kocakoyun, 2018), The *Kahoot* application allows you to create multiple-choice questions in a debate format that you be played with all students. Use *Kahoot* application as a media learning base and an educative website as a collaborative game intended to excite interest in the learning process. The critical thing to make students enjoyable is to add new vocabulary in English. Furthermore, the *Kahoot* application has the benefit of helping the teacher when teaching and presenting language that sees in real life. *Kahoot* application hopes to make new spirit students in the study.

Using media such as online games, every person will perceive the game. According to (Akrim & Sulasmi, 2020) Perception is the process of a person understanding through his five senses so that they are aware of something that has been observed before. Every people has a different perception according to what they see and feel. According to (Jayanti, 2018), everyone has another point of view, some people can give a positive perception, and some perceive it as harmful.

## Literature Review

To (Mindaria, 2019), Perception is an act of judgment from someone where someone has received a stimulus from what is felt by his sense. The inspiration can issue views regarding things that have been experienced. In education, teachers and students both have an essential role in learning. A teacher has a role as someone who imparts the knowledge they have, and a student is someone who receives what makes both feel happy and not boring. Boredom is a natural trait that everyone has. The way a teacher is expected to be able to create an exciting teaching method to make students feel enthusiastic and interested during a learning process. By way of a teacher getting closer to their students by asking about students' perceptions of the learning process that can make them happy. By asking, it is hoped that the teacher can create a new learning atmosphere for their students.

### Perception

Perception is a person's point of view about something they have seen and done before. Everyone has the right to express their perception according to their feelings, whether positive or negative. According to Irwanto, someone who has interacted with the object to be perceived will have two perceptions, namely positive and negative perceptions.

Therefore, every human being must have a sense of mutual respect for one another to create a sense of comfort. Jalaluddin Rakhmat defines perception as the experience of objects, events, or relationships obtained by inferring information and interpreting messages. According to Robbins (Soemanagara, 2006), Perceptions are the process individuals take to organize and interpret sensory impressions to give meaning to their environment.

### Kahoot

Kahoot is a platform-based online game used by teachers and students doing online or offline learning process. In addition (Hadijah, 2020), Teachers make quizzes that are the students to submit their answers through *Kahoot*. Kahoot is one of the platform games online that can be used in the era of increasingly sophisticated technology. Kahoot is a multiple-choice quiz game made by users and can be accessed throughout the web or application. According to Sumarsono, "*Kahoot* is a game that serves quiz on application online, and it will be showing the score of correct or wrong answer from the examination directly.

### Vocabulary

Vocabulary is a word collection that can be combined with the other word so that meaning is implicit or explicit. (Bai, 2018) Vocabulary is one of the elements of language as a builder and as a basis of language. Vocabulary is a basis of language, namely recognizing, understanding, and using words correctly. Vocabulary mastery has to go through several stages in mastering to develop. Studying vocabulary is not in class when the lesson starts; however, the students can also learn outdoor from the words, daily activities, or something else around them and can from the thing that students look at every day. This does make students habitual with the English language in their daily activities. To improve their vocabulary in English, the students are charged to memorize more vocabulary. However, they can gradually remember vocabulary often; they listen, look, and say.

Vocabulary has a role important in language and has already become part of fluent language, so terminology always relates to four skills in a language: Speaking, Listening, Reading, and Writing (Dr.Abdullah Sarani, 2016). Several things make vocabulary has a vital role in a language, such as (1) The students understand what is conveyed by the teacher when explaining in the learning process, (2) The students can use the language with the correct words, and (3) The teacher and students understand each other what the discussing.

English is the universal language and is dominantly used to communicate globally. It is essential to have a vocabulary to use language because people cannot share with others without jargon.

## Method

The research design is descriptive and qualitative. According to (Sugiono,2012), The research method is a scientific way to obtain data to be described, proven, developed, and found knowledge, theory, understanding, solving, and anticipating problems in life. Here, the researchers analyzed the data through a questionnaire and interview through the perceptions of students in grades seventh A and B. An interview is a conversation between one person or more to discuss something. By (Lexy J. Meleong, 2018:186) interpret an interview as a conversation between two parties, namely interviewer who gives some questions, and the discussion is someone who answers the question above. According to (Islamiati, 2019) by Sugiyono, the questionnaire is a data collection technique that gives questions or statements for the respondents to answer.

## Finding and Discussion

1. What is the students' perception of Kahoot media?

From the results of an interview, there are positive and negative perceptions about Kahoot as a media learning in class. From the results of an interview, there are positive and negative perceptions about Kahoot as a media learning in class. Theory by Irwanto, someone who has interacted with the object to be perceived will have two perceptions, namely positive and negative perceptions. Positive perception is a sign that students accept that in learning words, they need media that can provide easy to remember features. Like a Kahoot, with features that can add real pictures like in everyday life, students find it easy to remember these words. Negative perception of students refusing to use the kahoot game because of the time limit to answer the quiz. The existence of a time limit makes students have to answer immediately.

From the results that have been analyzed by researchers, it produces two different perceptions as the researchers explained above.

Excerpt 1

 NA: "Yes, the Kahoot game is straightforward, and I am excited about learning vocabulary with Kahoot."

 ME: "Yes, it is easy to use, and I more easily understand the new vocabulary use Kahoot."

The researchers took two examples as evidence from the interviews conducted with the respondents. The interview sentences above are positive perceptions from students about Kahoot. After students received vocabulary learning through Kahoot, the researchers asked some students to be asked for their opinions on the Kahoot application. What students feel from the positive perception above students can easily use Kahoot; students feel the spirit is easy to understand and remember vocabulary through Kahoot.

Excerpt2

 A: "Yes, I must have a good signal to play Kahoot. If my signal is bad, I must wait for to

  answer the quiz."

 PN: "No, I am not enjoying learning vocabulary using Kahoot because there is a limited time to answer the quiz."

 SW: "No, because sometimes I have not finished reading the quiz questions, but the time is running out."

The researchers took two examples as evidence from the interviews conducted with the respondents. The interview sentences above are negative perceptions from students about Kahoot. From the negative perceptions above, it is not about how to use Kahoot but about the problem of signals that must be present when playing the game. Kahoot is an online game, so students must have a pretty good movement during the quiz. In addition to the call, the present problem was the time limit set during the examination. This time limit is given so that students focus on their quizzes and make students feel more challenged during the game.

2. What are students' interests when learning with Kahoot media?

From the theory of Jalaluddin Rahmat perception as the experience of objects, events, or relationships obtained by inferring information and interpreting messages. Here the researchers collect information from a questionnaire that has been filled in and calculated the percentage of 61 students and interprets each statements through the highest number of results chosen.

The results of students' answers on the indicator number (1,5, 9, 10,11,12,13, and 15) show that students agree if they feel happy using Kahoot, they are interested in the following learning materials; Kahoot is not boring media for students, Kahoot as vocabulary is exciting, using Kahoot make the students enjoy the learning very much, they are more interested in language because using Kahoot as media learning, Kahoot gave relaxation in the process learning, and Kahoot can influence students to learn new vocabulary. This is suitable with the theory of (Antonia Williyam, 2016), which shows that. It is indicated that most students expressed fondness for the relaxed atmosphere, competitiveness, and the motivation of games.

From the usefulness, it can be seen in the indicators number (3,4,6,8, and 14) which are learning vocabulary is needed in Kahoot, knowing language using Kahoot helps the students understand the material more, and using Kahoot as media learning helps them understand the new terminology, the use of Kahoot is too complicated. Kahoot helps a lot through the process of learning vocabulary. This is suitable with the theory of ( Miftah, 2013), which shows that the presence of media in the process is beneficial for students to understand better what they are learning.

*Questionnaire Result*

| No. | Statements | Degree of Agreement | | | |
|---|---|---|---|---|---|
| | | 1 | 2 | 3 | 4 |
| 1 | Using the Kahoot application in class is fun. | 0% | 0 | 26% | 73% |
| 2 | The materials in Kahoot in class are complex. | 62% | 29% | 8% | 0% |
| 3 | Learning vocabulary is needed in Kahoot. | 1% | 4% | 77% | 16% |
| 4 | I am using Kahoot in vocabulary to help me understand the words. | 0% | 3% | 50% | 45% |
| 5 | Using Kahoot in the classroom makes me more interested in the following learning material. | 0% | 6% | 54% | 39% |
| 6 | Using Kahoot as media learning helps me understand the new vocabulary can easily. | 0% | 0% | 63% | 36% |
| 7 | The media used to carry out Kahoot in vocabulary class is already qualified. | 0% | 8% | 67% | 24% |
| 8 | The use of Kahoot as vocabulary learning is too complicated. | 0% | 3% | 65% | 31% |
| 9 | Kahoot apps as a learning vocabulary are boring. | 83% | 9% | 3% | 3% |
| 10 | Kahoot as vocabulary is exciting. | 0% | 3% | 34% | 62% |

| | | | | | |
|---|---|---|---|---|---|
| 11 | Using Kahoot apps makes me enjoy the learning very much. | 0% | 1% | 70% | 27% |
| 12 | I became more interested in vocabulary class because I used Kahoot as media learning. | 0% | 1% | 70% | 27% |
| 13 | Kahoot gave some relaxation during the lesson. | 6% | 6% | 40% | 45% |
| 14 | Kahoot helps me a lot through the process of learning vocabulary. | 0% | 0% | 60% | 39% |
| 15 | The use of Kahoot does not affect any of my interests in learning new vocabulary. | 65% | 27% | 6% | 0% |

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## Conclusion

Based on the findings of an interview, to find out the results of the interview, the researchers have eight questions for respondents chosen by random sampling. Before the respondents answered the interview questions, the researchers introduced a Kahoot game for the students in the classroom. The students played a quiz game in the school with their friends. The researchers found positive and negative perceptions about Kahoot media in students' vocabulary learning process. Positive perceptions like Kahoot can make students relax during the lessons, make it easy to remember new vocabulary through Kahoot, make Kahoot easy to use and make students more enthusiastic about the following tasks. And then from negative perceptions like limitation time and signals. Students feel that the time set during the quiz game can make students think rushed in answering questions because Kahoot is an online game. Hence, students also need signals to answer quizzes smoothly with a predetermined time limit.

Based on the findings of a questionnaire, the researchers distributed questionnaires to 61 students who were involved during the learning process using Kahoot media so that they could fill out statements that matched what students felt while using Kahoot. The questionnaire consisted of fifteen reports using a Likert scale. The results of this questionnaire are used to show that there is students' interest in Kahoot media through the percentage results of the questionnaire.

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