



AN ANALYSIS OF STUDENTS' PERCEPTION USING KAHOOT GAME IN VOCABULARY LEARNING PROCESS

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Abstract

In general, teaching and learning activities are mostly supported by books, the presentation of the materials by the teacher, and written or oral exercises. This type of learning method is monotonous. With technological developments and the internet as an educator, it is reasonable to utilize technology-based online learning applications, such as Kahoot. This research aims to find out the students' perceptions using Kahoot game in the vocabulary learning process. The participants of this research are XI Bahasa class students at MAN 1 BONE who have experienced using Kahoot. This qualitative research used questionnaire, interview, and documentation as instruments, purposive sampling technique was used to select participants to get data through interview. The results showed that Kahoot provides many positive impacts on students' learning. It was found that students perceive Kahoot as an online learning platform that increases interest, improves their vocabulary knowledge, and increases their motivation and enthusiasm which leads to active learning through flexible learning process. In addition, this research found difficulties that students experienced when using Kahoot, such as poor internet connection.

Keywords: Perception, Kahoot, Vocabulary

INTRODUCTION

Language learning can be challenging for students, especially in mastering vocabulary, which is essential for effective communication. Traditional methods of teaching vocabulary, such as memorization and lectures, have limitations in increasing students' motivation and engagement in learning. To address this issue, teachers have turned to innovative and interactive teaching practices, such as the use of technology, to improve student learning outcomes.

In Indonesia, English is the first foreign language studied in school from junior high school to university level as the government wishes to help people to develop good English skills. One of the important aspects is the linguistic aspect including grammar, vocabulary, pronunciation, structure, etc. Besides these aspects, the students also need to master the language skills like listening, speaking, reading, and writing. Vocabulary learning is an important component of language learning. Students' vocabulary knowledge can significantly affect their ability to understand reading material, write effectively and communicate with others. Vocabulary acquisition can be challenging for students, and educators have sought various strategies to make the learning process more engaging and interactive. One such strategy is the use of Kahoot, a game-based learning platform that is gaining popularity in the education community. Basically, the standard vocabulary that eleventh grade high school students should memorize is 700 to 15,000 words.

Based on the pre-survey that the researcher has conducted, the researcher found the fact that students majoring in Bahasa, one of the departments at MAN 1 Bone learns various language lessons. Not only learning Bahasa Indonesia, but also learning English, German, and Arabic. In

this department there are vocabulary lessons in English subjects that are very important, especially for students majoring in languages. By learning English vocabulary, students gain a broader insight and support various language skills by increasing their vocabulary.

In eleventh grade, students are expected to have a solid understanding of the basics of vocabulary, including noun usage. They may also be introduced to more advanced concepts related to nouns, such as countable and uncountable nouns, singular and plural nouns, and possessive nouns. Additionally, students may learn about the different forms of nouns, including abstract nouns (referring to concepts or ideas), concrete nouns (referring to physical objects), and compound nouns (two or more words combined to form a single noun).

A noun is a part of speech that refers to a person, place, thing, idea, or quality. Nouns are the most basic building blocks of language and are used to name things and concepts. In grammar, a noun can function as a subject, object, or complement in a sentence. Nouns can also be categorized based on their function, such as proper nouns (specific names of people, places, or things), common nouns (general names of people, places, or things), and collective nouns (names of groups or collections of individuals).

Furthermore, as time goes by and technology advances, the researcher wants to use technological media in the teaching and learning process in class, especially in class XI Bahasa at MAN 1 Bone, so that students do not only use textbooks or LKS (lembar kerja siswa) during the learning process in class. Therefore, the researcher wants to take advantage of the facilities provided by the school to students, namely projectors available in each class, and besides that every student has a smartphone. With these facilities, the researcher can utilize digital technology media to learn vocabulary.

The use of technology in education has become increasingly popular as it provides opportunities for innovative and interactive teaching practices. One such technology is Kahoot games, a web-based platform that allows teachers to create interactive quizzes and games for students to learn in a fun and engaging way. The use of Kahoot games in language learning has shown promising results in terms of improving student motivation, engagement and learning outcomes.

One technology that has gained popularity in language learning is the Kahoot game, which allows teachers to create interactive quizzes and games for students to practice and strengthen their vocabulary knowledge. Teachers' needs to be capable of mastering a variety of teaching media and be capable of determine which media are suitable for use in learning. According to Danim (1995) media education is a set of tools or equipment used by teachers or educators in order to communicate with students, the tools are called the media of education, whereas the system of communication is the delivery system. The researcher used Kahoot as a media to practice English learning.

Kahoot is a game-based learning platform that has been widely used in educational settings, including language learning. Kahoot's interactive and engaging features have been shown to increase student motivation and participation in the learning process. However, the effectiveness of using Kahoot in the vocabulary learning process remains unclear. In particular, little is known about students' perceptions of using Kahoot in vocabulary learning, and how various factors such as student engagement, motivation, and prior experience with technology may influence their perception. Therefore, a qualitative research study is needed to explore students' perceptions of

using Kahoot in the vocabulary learning process, and to identify the factors that may impact their perception.

Several studies have investigated the effectiveness of Kahoot in language learning, particularly in vocabulary acquisition. A study by Ali et al. (2018) examined the impact of using Kahoot on secondary school students' vocabulary acquisition. The results showed that Kahoot significantly improved students' vocabulary learning, as compared to traditional classroom instruction.

Another study by Lee et al. (2020) investigated the impact of Kahoot on English as a foreign language (EFL) learners' vocabulary acquisition. The study found that Kahoot was an effective tool for improving EFL learners' vocabulary, as it provided a more engaging and interactive learning experience than traditional classroom instruction.

In conclusion, the use of Kahoot game in the vocabulary learning process has been found to be an effective and engaging way to enhance students' vocabulary acquisition. Several studies have demonstrated the effectiveness of Kahoot in improving students' vocabulary mastery, and students generally have a positive perception of the use of Kahoot in the learning process. Thus, Kahoot can be a valuable tool for educators seeking to enhance students' vocabulary learning and engagement.

Therefore, the researcher was interested to conduct research entitled "An Analysis of Students' Perception using Kahoot game in vocabulary learning process".

METHOD

The researcher applied the qualitative method and case study as a research design. A case study conducted by the researcher explores a particular phenomenon (case) in a time and activity (program, event, process, institution, or social group and collects information in detail and in depth using various data collection procedures within a certain period of time (Yohanda, 2020).

This research was undergone in the early of 2023 and its subject was the students of Bahasa department in MAN 1 Bone. The researcher purposively chose the participants because they had to have prior experience in using Kahoot as a learning media in vocabulary learning process. As these students on XI grade have studied vocabulary by using Kahoot. According to Creswell (2012) purposive sampling is when researcher intentionally selects individuals and sites to learn or understand the central phenomenon. This kind of sampling is conducted because the respondents are rich for information.

In collecting data, the researcher used questionnaires and interviews as instruments and documentation to find out the process in the classroom. Interviews were conducted with students to gain insight into their perceptions of the use of Kahoot game in vocabulary learning, questionnaires were conducted to measure students' perceptions on the use of Kahoot game in vocabulary learning with specific statements based on the research objectives, and documentation to support data from others instruments.

The researcher conducted three steps of analysis after gathering the data. Those are data reduction, data display, and conclusion drawing or verification are the final phases. Data reduction

is the technique through which a researcher can gather a large amount of qualitative data, such as interview transcripts, field notes, observations, etc. that has been condensed and organized, such as through coding, creating summaries, eliminating unnecessary data, etc. While the researcher will aim to the results of interviews and questionnaires were organized into patterns and groups according to the research questions. In this process, the researcher collected all information that has a correlation with students' perceptions of the use of Kahoot game in the vocabulary learning process.

Furthermore, a data display is an organized and compressed assembly of information and it will be displayed it thematically. The data was grouped more specifically. In this process, the researcher took data concerning students' perceptions of using Kahoot game in the vocabulary learning process. The last step is conclusion drawing/verification. The researcher found out the structure of the effect of using Kahoot game in the vocabulary learning process on vocabulary skills. The data analysis technique supported by (Matthew B. Miles dan A Michael Huberman, 1994).

FINDINGS AND DISCUSSIONS

Findings

This research aims to find out the students' perception using Kahoot game in vocabulary learning process at MAN 1 Bone. It includes the impact, the benefit, the drawbacks and the challenges of the use of Kahoot based on their experience. From the questionnaire, XI Bahasa students who have experience using Kahoot in vocabulary learning and supported by interviews, ten participants who have experience using Kahoot in their learning shared their opinions and thoughts on Kahoot.

Regarding the research question, this research found that all participants showed positive responses to the use of Kahoot. They stated that Kahoot is an innovative and new app that has been integrated in their learning which can help them in the vocabulary learning process. It can be concluded that students enjoy the uniqueness of Kahoot as it offers outstanding and unusual features that make it very different from other learning media. Each participant had used Kahoot on different subjects, therefore the researcher found various response based on their experience.

1. The last step is the conclusion process, the researcher found out the structure of the effect of using Kahoot game in the vocabulary learning process on vocabulary skills.

The participants explained about their interest in using Kahoot in the vocabulary learning process. The majority of them strongly agreed that Kahoot increases students' interest in the vocabulary learning process. Based on the percentage of questionnaire answers which stated that 18 of 27 participants (66.7%) strongly agreed that Kahoot increases students' interest in the vocabulary learning process, supported by the results of interviews from several students:

As participant 3 explained (Interview on 9th March, 2023):

“Saya tertarik menggunakan Kahoot, karena adanya berbagai fitur yang menarik untuk dicoba dan tampilannya juga sangat menarik”

(I am interested in using Kahoot, because there are various interesting features to try and it has an attractive appearance)

Participant 7 also stated (Interview on 11th March, 2023):

“Saya lebih tertarik dan menikmati belajar dengan Kahoot karena ini pertama kalinya saya bermain game sambil belajar, dan itu sangat menyenangkan”

(I'm more interested and enjoy learning with Kahoot because it's my first-time playing games while learning, and it's very exciting)

From the answers above, the researcher can conclude that Kahoot increases students' interest in the vocabulary learning process. Kahoot can attract students' enthusiasm because of its unique and innovative features, and students consider it as a new media that can make them interested to try it. Most of them strongly agreed that Kahoot is a learning platform that can increase their interest in learning vocabulary.

2. Kahoot increases the students' motivation in the vocabulary learning process

Motivation is the intention to do something or behave in a certain way. Motivation is a process within a person to achieve a goal. In a learning context, motivation is the core element of a person's effort to engage voluntarily. Based on the percentage of questionnaire answers stating that 17 of 27 participants (63%) strongly agreed that Kahoot motivates students to learn more vocabulary than traditional methods, it is supported by the interview results from several students:

As participant 3 explained (Interview on 9th March, 2023):

“Saya merasa tertantang dan bersemangat saat belajar karena di situ saya dapat bersaing dengan teman-teman saya dan saya juga dapat mengandalkan kemampuan berpikir cepat saya”

(I feel challenged and excited when learning because it's where I can compete with my friends and I can also rely on my quick thinking)

Participant 4 also stated (Interview on 10th March, 2023):

“Saya merasa tertantang dan bersemangat untuk belajar kosakata menggunakan Kahoot, karena Kahoot memiliki skor di dalam gamenya sehingga saya bersemangat untuk memperoleh skor tertinggi”

(I feel challenged and excited to learn vocabulary using Kahoot, because Kahoot has a score in the game so I am excited to get the highest score)

Based on the participants' responses, the researcher found that Kahoot can increase their motivation in learning vocabulary because they enjoyed learning vocabulary using Kahoot, so they will be excited to attend vocabulary learning in class. In addition, the motivation is also triggered because of the quiz games that encourage them to compete and get the highest score so they try their best to be focused and paid attention in class.

3. Kahoot improves students' vocabulary knowledge

Kahoot is an online learning platform that can serve as a game that can measure students' understanding as well as improve their knowledge of the material. In this case, Kahoot can help students to improve their vocabulary knowledge. Based on the percentage of questionnaire answers which stated that 16 of 27 participants (59.3%) strongly agreed that Kahoot helps to remember vocabulary more effectively than traditional methods, this is supported by the results of interviews from several students:

As participant 4 explained (Interview on 10th March, 2023):

“Saya merasa lebih mudah memahami kosakata baru setelah menggunakan Kahoot, karena Kahoot memiliki tampilan yang menarik sehingga materi pembelajaran lebih mudah dipahami”

(I find it easier to understand new vocabulary words after using Kahoot, because Kahoot has an attractive appearance so the learning material is easy to understand)

Participant 8 also stated (Interview on 13th March, 2023):

“Saya merasa lebih mudah mempelajari kosakata baru dengan menggunakan Kahoot karena disertai dengan gambar dan penjelasan yang menarik dan mudah dimengerti”

(I feel easier to learn new vocabulary words by using Kahoot because it is also accompanied by interesting and understandable pictures and explanations)

From the participants' answers, the researcher believes that Kahoot can help improve students' understanding of the subject materials, especially in vocabulary learning, because of the direct feedback provided after each question, so that in between questions, the teacher can provide new vocabulary and discuss the answers to each question, accompanied by very clear and interesting pictures and explanations.

4. Kahoot encourages students to be more active in the vocabulary learning process

Kahoot is an online learning platform that comes with quizzes and games for students to play. In vocabulary learning, Kahoot can be very effective in encouraging students to actively participate in the learning process. The quizzes and games in Kahoot are engaging, interactive and competitive, which can help students to stay focused and motivated to learn new vocabulary. By using Kahoot, students get a fun and interactive learning experience that encourages students to be more active in the vocabulary learning process. Based on the percentage of questionnaire answers which stated that 16 of 27 participants (59.3%) strongly agreed that d. Kahoot encourages students to be more active in the vocabulary learning process. Kahoot encourages students to be more active in the vocabulary learning process, this is supported by the results of interviews from several students:

As participant 7 explained (Interview on 11th March, 2023):

“Saya lebih tertarik dan menikmati belajar dengan Kahoot karena ini pertama kalinya saya bermain game sambil belajar, dan itu sangat menyenangkan”

(I'm more interested and enjoy learning with Kahoot because it's my first-time playing games while learning, and it's very exciting)

Participant 10 also stated (Interview on 14th March, 2023):

“Saya sangat bersemangat dan tertantang dalam belajar dengan menggunakan Kahoot, karena sistem belajar sambil bermain lebih mengasyikkan”

(I am very excited and challenged in learning by using Kahoot, because the system of learning while playing is more exciting)

Based on the participant answers, it can be concluded that Kahoot has encouraged students to be more active in the vocabulary learning process. The interactive nature of Kahoot quizzes and games, along with its competitive elements, appear to have motivated students to engage more actively with the material and to have fun while doing so. This increased engagement may lead to better retention of vocabulary words and ultimately improved performance on assessments. However, it is important to note that the effectiveness of Kahoot may vary based on individual learning styles and preferences.

5. Kahoot provides flexible vocabulary learning in the classroom

Kahoot is an online learning platform that provides a flexible and interactive way for students to learn and practice vocabulary in the classroom. With Kahoot, teachers can create quizzes, games and other interactive activities that help students learn new words, definitions and concepts. One of the main benefits of Kahoot is its flexibility. Teachers can customize their

Kahoot activities to suit students' vocabulary levels and learning objectives. They can also create Kahoot games that use images, videos and audio to help students associate new vocabulary with visual and auditory cues. Based on the percentage of questionnaire answers stating that 16 of 27 participants (59.3%) strongly agreed that Kahoot provides flexible vocabulary learning in the classroom, this is supported by the results of interviews from several students:

As participant 8 explained (Interview on 13th March, 2023):

“Saya menikmati belajar Kahoot, karena dalam Kahoot kita bisa main game sambil belajar”.

(I enjoy learning Kahoot, because in Kahoot we can play games while learning)

Participant 7 also stated (Interview on 11th March, 2023):

“Saya lebih tertarik dan menikmati belajar dengan Kahoot karena ini pertama kalinya saya bermain game sambil belajar, dan itu sangat menyenangkan”

(I'm more interested and enjoy learning with Kahoot because it's my first-time playing games while learning, and it's very exciting)

From the participants' answers, the researcher believes that Kahoot is a flexible and interactive online learning platform for students to learn and practice vocabulary in the classroom. With Kahoot, teachers can create quizzes, games and other interactive activities that help students learn new words, definitions and concepts. One of the main benefits of Kahoot is its flexibility. Teachers can customize their Kahoot activities to suit students' vocabulary levels and learning objectives. They can also create Kahoot games that use images, videos and audio to help students associate new vocabulary with visual and auditory cues. Kahoot also provides a competitive and engaging learning environment for students. With Kahoot, students can compete against each other in vocabulary games, which can be a fun and effective way to motivate them to learn new words and definitions. Overall, Kahoot provides a flexible and engaging way for students to learn and practice vocabulary in the classroom. With customizable activities, competitive games, and progress tracking tools, Kahoot is a valuable tool for any teacher looking to improve their students' vocabulary skills.

6. Network issues prevent students in using Kahoot in the learning process

Kahoot is an online learning platform that relies heavily on network connectivity to function properly. Therefore, network issues may prevent students from using Kahoot in the learning process. This is supported by the interview results from some students:

Participant 4 argued that (Interview on 10th March, 2023):

“Kesulitan yang saya hadapi saat menggunakan Kahoot dalam pembelajaran kosakata biasanya terkendala oleh jaringan internet”

(The difficulties I face when using Kahoot in vocabulary learning usually constrained by the internet network)

Participant 6 also agreed (Interview on 11th March, 2023):

“Kesulitan saya dalam menggunakan Kahoot karena Kahoot membutuhkan kuota dan jaringan yang stabil

(My difficulty in using Kahoot is that it requires quota and a stable network)

Based on the answers from the participants, the most common difficulty found in playing Kahoot is error due to connection. This means that Kahoot needs the support of a stable internet connection to run smoothly without distraction, and it prevents students in the learning process.

DISCUSSION

This research aimed to find out how students perceive the use of Kahoot game in the vocabulary learning process at MAN 1 Bone. The research question seeks to understand students' perceptions of the use of Kahoot in the vocabulary learning process. This discussion is based on data collected through questionnaire and interview. The participants of this study were 27 students from class XI Bahasa in MAN 1 Bone to be given questionnaire and 10 students selected by purpose sampling to be interviewed. The researcher found a Varied subjects and opinions that emerged from students' perceptions.

Firstly, based on the research findings through questionnaires and interviews which showed that Kahoot increased students' interest in the vocabulary learning process, it was shown by students' gestures that showed enthusiasm during the learning process using Kahoot. Kahoot is a game-based learning platform with a variety of engaging features, including interactive quizzes and games, which students can play using their own devices. By incorporating game-like elements into the learning process, Kahoot provides a fun and motivating way for students to learn and practice new vocabulary. In addition, Kahoot also allows for immediate feedback, which helps students to identify and correct their mistakes in real-time, further encouraging their engagement and interest in the class. In conclusion, the findings from this study corroborate the assertion that Kahoot increases students' interest in the vocabulary learning process. By making learning fun and interactive, Kahoot increases students' interest in the vocabulary learning process. This statement is supported by research conducted by Choi et al. (2021), which states that the use of Kahoot in vocabulary learning can be an effective way to increase students' interest in the vocabulary learning process and improve their vocabulary knowledge.

Secondly, based on the research findings through questionnaires and interviews, it can be seen that Kahoot has increased students' motivation in the vocabulary learning process. This can be seen from students' enthusiasm in the learning process by using Kahoot. The students are also excited to complete the quizzes in Kahoot, this is shown by their persistence to complete the quiz as soon as possible to achieve the highest score, and they seemed to enjoy the competitive element of the Kahoot game. The researcher found that the use of Kahoot increased students' motivation and engagement in the learning process by creating a fun and interactive learning environment. This is supported by Deci and Ryan's (1985) Self-Determination Theory which provides a theoretical framework for understanding the relationship between Kahoot and student motivation. This theory states that students will be more motivated when their needs for autonomy, competence and relatedness are met. Kahoot's game-like format, immediate feedback, and collaborative learning environment fulfill these needs, leading to increased motivation in the vocabulary learning process. In conclusion, the research findings corroborate the idea that Kahoot increases students' motivation in the vocabulary learning process. By using the concept of playing while learning, Kahoot increases student motivation in the vocabulary learning process. This is also corroborated by another research conducted by Arkan and Yuniarti (2021) which found that Kahoot can be an effective tool for enhancing students' motivation in the vocabulary learning process. By making learning fun and engaging, Kahoot can help students stay motivated and interested in the subject matter.

Subsequently, based on the research findings through questionnaires and interviews, it shows that Kahoot improves students' vocabulary knowledge, it can be seen from their significant score improvement after learning by using Kahoot. The researcher relates this improvement to the features in Kahoot that are very interesting. By incorporating game-like elements into the learning process, Kahoot also provides a fun way and makes students more excited to learn with a variation of interesting pictures and explanations, so that students can understand the learning material and practice new vocabulary easily. In addition, Kahoot also allows for immediate feedback, so students could identify and correct their mistakes in real-time. In conclusion, the findings of this research support the statement that Kahoot is an effective tool to improve students' vocabulary knowledge. By providing more variety and detail in classroom learning, Kahoot has the potential to engage students and help them remember new vocabulary more effectively. It is supported by a research study conducted by Lai et al. (2018) which states that Kahoot can be an effective tool for improving students' vocabulary knowledge in EFL learning. The gamification features of Kahoot can enhance students' motivation and engagement in learning, leading to better retention and acquisition of new vocabulary.

Additionally, based on the research findings through questionnaires and interviews, it showed that Kahoot encourages students to be more active in the vocabulary learning process, it can be seen from the comparison of students' activities in learning by using Kahoot with the traditional method, whereas in learning using Kahoot the students are more active than before, it is because of the features contained in Kahoot that require students to be more active in learning activities, for example, when they play games they are needed to compete quickly with other participants in order to achieve the highest score. In conclusion, the findings of this study corroborate the statement that Kahoot encourages students to be more active in the vocabulary learning process. By making learning more fun and challenging, Kahoot has the potential to engage students and motivate them to participate more actively in their own learning. This is supported by research from Anwar et al. (2020) which states that Kahoot can be an effective tool for encouraging students to be more active in the vocabulary learning process. By making learning fun and engaging, Kahoot can help students become more motivated and interested in learning new vocabulary words. This, in turn, can lead to better participation and engagement in the learning process, resulting in improved language learning outcomes.

In addition, based on the research findings through questionnaires and interviews that Kahoot provides flexible vocabulary learning opportunities, it can be seen from the significantly higher level of flexibility in their vocabulary learning compared to traditional methods. The researcher associates this flexibility improvement with the customizable feature of Kahoot. As Kahoot allows teachers to create personalized quizzes and games, it also provides students with a more varied learning experience which further encourages flexible learning. In conclusion, the research findings state that Kahoot provides flexible vocabulary learning opportunities. By allowing customization and immediate feedback, Kahoot has the potential to adapt to individual learning styles and promote flexible and personalized learning, in line with the research by Kuo et al. (2019), who stated that Kahoot can provide flexible vocabulary learning opportunities for EFL students. By providing a game-like learning environment, Kahoot can help students become more motivated and engaged in the learning process, leading to better retention and acquisition of new vocabulary words.

Moreover, based on the research findings through questionnaires and interviews conducted, the researcher found that network issues may prevent students in using Kahoot in the learning

process, this can be seen from the problems of slow internet connection and poor Wi-Fi coverage, which some students face in accessing and using Kahoot. The researcher suggests that the effectiveness of Kahoot as a learning tool depends on reliable network connectivity. Without a stable and strong internet connection, students may experience frustration and be unable to fully participate in the learning process using Kahoot. In conclusion, the findings of this study corroborate the statement that network problems can prevent students from using Kahoot effectively in the learning process. In accordance with a Research conducted by Ismail and Khan (2020) which states that network problems, such as slow internet speed and limited bandwidth, can prevent students from accessing Kahoot. This could make a poor learning experience and reduces engagement. Additionally, the research found that students in remote areas with limited access to the internet may face greater network problems and have limited access to online learning platforms like Kahoot. As a solution to this problem, teachers and schools should ensure that students have access to a reliable and strong internet connection to fully utilize Kahoot as a learning tool.

Based on the findings and discussion, it can be concluded that the use of Kahoot game in the vocabulary learning process served as a great learning media that can increase students' interest, motivation and vocabulary knowledge. Although teachers use Kahoot as an assessment tool to measure students' understanding and record their marks, the benefits of Kahoot could still be felt by students. It shows that Kahoot is beneficial not only for students, but it can also be a tool to facilitate teachers in assessment. In addition, Kahoot is capable of minimizing distractions in the classroom as students are interested and focused on the game, hence improving the quality of teaching and learning beyond what is provided in a conventional classroom. However, it cannot be dismissed that Kahoot has disadvantages that can be encountered in some situations. In this study, it was found that a poor network connection can cause errors in playing Kahoot. Therefore, to avoid this problem, the students are required to have a stable network connection.

CONCLUSION

Based on the findings and discussion in the previous chapter, it can be concluded that students consider Kahoot as an excellent media in their vocabulary learning. Kahoot, an online game-based learning platform, is suitable for the lifestyle of students where technology plays a big role in their lives. In the vocabulary learning process, Kahoot can be used as a game, where teachers can ask questions that can make students more active, create a better and fun atmosphere, and solve boredom. In addition, Kahoot can also be used as an assessment tool, where teachers use Kahoot to check students' vocabulary knowledge and then save their scores for the class. Whether used simply as a game or as an assessment tool, the students felt a positive impact in using Kahoot.

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