

USING KAHOOT FOR INTERACTIVE ENGLISH LEARNING: A REVIEW OF CURRENT LITERATURE

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ABSTRACT

Use of technology has become an important part of the learning process in and out of the classroom. Every language class usually uses some form of technology. Technology has been used to both help and improve language learning. Technology enables teachers to adapt classroom activities, thus enhancing the language learning process. Technology continues to grow its importance as a tool to help teachers facilitate language learning for their learners. It discussed different attitudes which support English language learners to increase their learning skills through using technologies. This can make students passionate about accepting the material delivered by educators so that the effectiveness of learning can be achieved. And can making Classroom fun and not boring when we use technology in study and activities in classroom and Kahoot is present as a learning application to foster motivation and enthusiasm for learners to create conducive classroom conditions for the achievement of the effectiveness of learning. Use of the Kahoot platform used was very suitable to be used in creating interactive and fun learning.

Key words: *KAHOOT, Interactive, English Learning*

INTRODUCTION

Conventional teaching techniques tend to make learning boring because the atmosphere of the learning process is not attractive and it tends to make it difficult for students to focus on the learning process. A learning process that is conducive, fun and not boring for students in the world of education is needed so that the aims and objectives of teaching expected in the

learning process are easily achieved. In the Industrial Revolution Era, universities must be able to adapt to technological developments, one of which makes it a conducive and enjoyable learning process. Teachers, lecturers, and Learning Technology Developers have an important role in developing innovations, ideas or ideas for the use of technology in

learning. The benefits of learning with technology can create an effective learning climate for students who are slow in learning, stimulate students in doing the exercises and can adjust the pace of learning speed according to students' abilities (Made Wena, 2011).

(Huang, 2011) states research in the field of educational design has shown that game-based learning is one of the effective tools in teaching especially to maintain motivation for continuous learning.

One technological innovation so that learning becomes conducive, interactive, interesting and can help teachers make evaluation evaluations of students is to use the Kahoot platform. Kahoot application can facilitate teachers in evaluating (Dewi, Kurnia, 2018). 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 learning styles that involve the active role of the participation of students with their peers in a competitive manner towards learning that is or has been learned (Harlina, Nor, & Ahmad, 2017). Kahoot can influence a child's social emotional development in the ability to compete and collaborate (Integration & Key, 2017).

DISCUSSION

In general, the game is known to be fun and motivational. Some literature reveals that learning which is a game approach that involves the participation of students in digital technology shows a greater desire to continue the next learning process compared to conventional learning. (Clark & Mayer, 2008) state that instructors have been confronting a technological training revolution driven by the use of digital technology to deliver instruction. "The value of games as a vehicle for teaching concepts while inspiring students is now well accepted at almost all levels of education" (Becker, 2001, p. 23). In learning, educators must use effective learning media that are also preferred by children. Learning media that can attract children's attention are learning while playing.

Understanding learning media is an educational tool or tool that can be used as an intermediary in the learning process to enhance effectiveness and efficiency in achieving learning objectives. The benefits of learning media are to attract more attention of students so that they can grow motivation and make a variety of learning methods. Kahoot is an interactive educational game based on which there are several icons to be developed. One of them is a quiz icon

where users can create quizzes using kahoot for learning so that learning becomes interesting and not boring.

Kahoot! is free, easy for students to use, and simple for instructors to learn. In the classroom, it is fast paced and fun, which supports creative energy and student participation. ELearning experts state "forty years of research says yes, games are effective learning tools. People learn from games . . . and they will learn MORE from a game than from other forms of learning" (Boller, 2012). This article provides instructors with foundational information about Kahoot! and suggests ways to use it to engage students and promote an active learning environment.

Kahoot! (<https://getkahoot.com/>) is an online global educational brand that offers a free student response platform resembling the popular trivia game Quizzo. Kahoot! is reminiscent of previous clicker technology with the exception that it is free and easy to learn and utilize.

Kahoot! is an educational website originally initiated by Johan Brad, Jamie Brooker and Morten Versvik in a joint project with the Norwegian University of Technology and Science in March 2013. In September 2013" Kahoot! "Was opened to the public.Kahoot! Has two different website addresses, <https://kahoot.com//>for instructors and <https://kahoot.it//>for learning Educators or instructors use Kahoot! to create game-based quizzes,

discussions, and surveys. To start, instructors register for a free account by going to <https://create.kahoot.it>. Once registered, educators can select from millions of free public games, and adapt them as necessary, or create their own.The advantages possessed by Kahoot, among others, on this web tool allows teachers to make quizzes, discussions and surveys by including various elements such as videos, images or text. Then students can access using a variety of different devicesuch as smartphones, tablets, laptops and other devices easily. Teachers can also addtime limits for answering quizzes or surveys that have been given so that it is not just an answerIt is true that what is needed but also timeliness is also the main point in answering the quizor the survey given by the teacher.

"Kahoot!" Can be played individually, however the main design is a group game. Generally, we use Kahoot! as a supplemental teaching tool in classes no larger than 30 students, approximately once a week, and for about 15 minutes. Kahoot! can be played by over 4,000 players at a time, however, the company recommends instructors contact its support team for advice if they plan to use it with more than 1,000 participants.

As a medium of visual learning, kahoot has attention functions. The

attention function is the visual media is the core, interesting and directing the attention of learning to concentrate on the content of the lessons relating to the visual meaning displayed or accompanying the text of the subject matter. In kahoot contains colors that are interesting and liked by students.

According to the results of Mabel Rudisill's research, pictures and colors that children prefer to show that a perfect visual presentation of realism is coloring, because coloring in pictures will foster an impression or realistic impression. As a learning media kahoot has the benefit of increasing students' perception, improve the ability to remember students, improve the ability to transfer knowledge of learning and increase the effectiveness of learning.

How to Create a Kahoot! Account For teacher

1. Go to <https://kahoot.com/>.
2. Click **Sign Up** in the upper right corner of the website.
3. Choose **As a teacher**.
4. Select **Sign up with Microsoft**.
5. In "Sign in" page, enter your Microsoft Cougarnet credentials: name@cougarnet.uh.edu and password.
6. In "Permission requested" page, select **Accept**.

7. In "Your account details" page, enter all required information. Then, select **Join Kahoot!**.
8. In "Available Plans" page, read the different plans with its features. If you want the basic features, scroll down the page and select **Choose the basic version for teachers**.

How to Create a Kahoot! Quiz

1. Go to <https://kahoot.com>, click **Log in** and enter your Kahoot account.
2. Click the **Create** button on the top right corner of the screen or click on any of the Kahoot activity types to begin creating.
3. To create a multiple-choice quiz, click **Quiz**.
4. In Kahoot! Quiz settings:
 - a. Enter the quiz name, a description of what the quiz is about, privacy status, language preference and audience.
 - b. You can upload your own cover image or select images from the Kahoot! image library.
 - c. If you want the students to see an introductory video while they are waiting for the Kahoot! to begin, add a

- YouTube video link in the 'Intro video' box.
5. Click **OK, Go** and then **Add Question** when the Question screen pops up.
 6. In Kahoot! Question setup:
 - a. Input questions and answer choices, where questions have a 95-character limit. You can also upload questions via spreadsheet using the [Quiz spreadsheet template](#).
 - b. Indicate the correct answer choice. You can have from 1 to all correct answers.
 - c. Adjust time limits and toggle points on or off.
 - d. Add an image or YouTube video to the questions as a prompt.
 7. Questions can be reordered by dragging to the desired location.
 8. Once you're done adding all the questions, click **Save**.
 9. Click **I'm Done**. Now, you can edit, play or share the Kahoot! Quiz.
 3. In Kahoots Quiz page,
 - a. Select the check box of a Kahoots quiz you want to play.
 4. Choose **Classic** (player vs. players) or **Team mode** (team vs. team with shared devices)
Note: In "Game Options," you can customize point bonuses, name generator (auto-generated nickname to maintain student anonymity), randomization of questions and answers, two-step join for extra security (students enter the game pin and select the correct pattern), automatic transitions, and game pin display.
 5. The screen will now display the game lobby with the Game Pin # and joining instructions.
 6. Students enter the Pin # in Kahoot! mobile app or at **kahoot.it** on their devices (computer or mobile) and click **Enter**. Students enter a nickname and click **OK, go!** button, which will populate on your screen in the game lobby. **Note:** Students also have an option of selecting an auto-generated nickname.

How to Play Kahoot! in Class

1. Go to kahoot.com and login to your account.
2. At the top of menu, click **Kahoots** tab.
7. You will see students that joined this Kahoot! Click **Start** on your screen to begin the game.

8. The question and answer choices will be displayed on your screen, whereas student screens will display on the answer buttons.
Note: Students will select the answer choice corresponding to the button with the same color and shape as the answer choice.
 9. Once all the players have answered the question, the correct answer and a bar graph with the overall snapshot of the class responses will be displayed on the instructor's screen.
 10. Click **Next** to move to the next question.
 11. At the end of each question, the Leaderboard will display the top five scorers.
 12. Once the game is over, winner information will be displayed in the Podium and the student screen will show their personal results and rank.
 13. Click **Get Results** to be able to save an Excel spreadsheet with results of student responses and scores. **Note:** Students can rate the Kahoot quiz, and you can save those results as well.
- graded and ungraded quizzes to assess knowledge, comprehension, and retention (1) after completion of reading assignments, (2) following lectures, and (3) to review material from several units. Burguillo (2010) speaks to the importance of competition-based learning to achieve stronger motivation for students to increase their performance. Gagne & Driscoll (1988) conclude that informing students of the objective and then stimulating recall provides opportunities for learners to support their short-term memory recall and meta-cognitive abilities.
- Kapp (2012) states that for an educational game to be successful, it needs the right context, the right cognitive activities, meaningful challenges, and feedback. Kapp (2012) concludes that the "gamification" of education supports learning and knowledge acquisition. To make business law more engaging and help students apply theoretical legal concepts to real-life scenarios, we embedded short clips from Disney's *Charlie and the Chocolate Factory* into a Kahoot! quiz. Students watched one-minute clips and then identified the relevant business law issue raised. After each question, there was active discussion about the correct answer, which provided segues

There are three creation options offered by Kahoot!: multiple choice quizzes, discussion questions, or surveys.:

Quizzes. In our classrooms, we have used

into course topics and how relevant concepts fit.

Discussions and Surveys. Kahoot! can also be used to elicit responses from students related to opinions or beliefs with no right or wrong answers. Student responses can then form the basis for further discussion. For example, in a recent class, asked the students to select who they were voting for in the upcoming Chairman of the Student body. Regardless of public opinion or peer pressure, students anonymously selected their candidate of choice. This in-class survey led to further questions related to the biggest problems facing our nation. Thus, by using Kahoot! to survey the class, students' voices were heard and included in the larger classroom discussion. In this manner, the eLearning tool appeared to add energy to the classroom by provoking thoughtful classroom dialogue. Students can also create their own Kahoot! quizzes as an assignment or to study for a test.

Research suggests (Licorish, Owen, Daniel & George, 2018; Plump & LaRosa, 2017; Wang & Lierberoth, 2016; Wang 2015) some advantages of using Kahoot! in the classroom, are as follows:

1. Students feel that it gives them a break from traditional lecture, allows them to focus on the content, think about the correct answer and positively participate in the class.

2. It promotes interaction and engagement especially in scenarios when they have to discuss and choose the correct answer as a team or a group.
3. Kahoot! is also known to increase retention and improve student learning.
4. It encourages competitive team-based learning where students want to compete with their peers and improve their performance.
5. It is an effective form of formative assessment to give immediate feedback and gauge student understanding before moving forward to the next topic.
6. Kahoot! can be used to spark a discussion topic and ignite student curiosity by using strategies such as blind Kahooting! and discussion type Kahoot! activities.

The kahoot application is clear proof of the combination of education and technology. Following the 2013 curriculum teachers are required to understand and master and apply technology into learning. Kahoot is a technology-based educational content that can be implemented with learning such as making quizzes. This can

make students passionate about accepting the material delivered by educators so that the effectiveness of learning can be achieved

CONCLUSION

Learning media that can attract children's attention are learning while playing. Understanding learning media is an educational tool or tool that can be used as an intermediary in the learning process to enhance effectiveness and efficiency in achieving learning objectives. The benefits of learning media are to attract more attention of students so that they can grow motivation and make a variety of learning methods. Kahoot is an interactive educational game based on which there are several icons to be developed. One of them is a quiz icon where users can create quizzes using kahoot for learning so that learning becomes interesting and not boring.

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