

The Implementation of Kahoot! Application to Assist Students' Reading Skills

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Abstract

The purpose of this study was to determine the implementation of the Kahoot! application in developing Student's Reading skill. Reading skill is one of the most influential skills in English language learning. Especially if it is associated with the 21st century learning, which requires students to have critical thinking skills. Critical thinking certainly cannot be separated from the insight that one has. So in this case, reading skills need to be developed. Kahoot! has an advantage over other applications. This can be seen from the ease of access, many features that can help develop some skills in learning English, especially in reading skills. In this study, the researcher used study literature review. Data were collected using finding, selecting, departing, and analyzing prior researches. The findings of this research revealed that Kahoot! application gives positive contribution in improving students' reading skills.

Keywords: *Kahoot!, Reading Skills*

INTRODUCTION

Reading is the process of deriving meaning from a collection of written symbols by studying them. When we read, our brains translate the written symbols—letters, punctuation marks, and spaces—that our eyes see into words, sentences, and paragraphs that make sense to us (Setiawan, 2017). Humans require reading to communicate with one another in daily life. Humans are immature and void of knowledge without the ability to read.

Reading skills are very much needed for English education study, this is because it is very influential in 21st century learning, where 21st century teaching requires students to have critical thinking. Critical thinking can be supported by student's insights. In fostering critical thinking, one way to achieve this is to have good reading skills, so that students of English language learning are required to have good reading skills as well.

The demands of the industrial revolution 4.0, which is expanding extremely quickly, have a significant impact on learning in the modern period. In reality, learning is necessary to use technology in accordance with the times. The Kahoot! application is one of the various technologies utilized in the development of reading skills. The Kahoot! application for teaching English recognized six tiers of teachers, from "starters" to "experts," and indicated that each needs a particular form of professional development. Additionally, "professional growth" is the key to meeting the requirements of today's educational system. Teachers need to stay current on the interesting and promising developments in teaching methodologies because language is a social and cultural activity (Jayathilakan, 2021)

Reading comprehension is a talent that students must learn in order to succeed in their future lives, therefore the sentence above shows how important it is for them to have. Researchers are interested in utilizing Kahoot! as a learning tool to raise students' reading proficiency since Revolution 4.0 mandates the integration of technology into every session.

LITERATURE REVIEW

Kahoot!

Since the app's initial release in 2013, Pede in Chiang (2020) claimed Kahoot! is a free website for schools that has rapidly gained popularity. One of the learning tools that can be utilized to enhance English language abilities, particularly reading abilities, is Kahoot! Students' comprehension in reading classes is improved through Kahoot! (Chiang, 2020). In contrast, Tahir (2020) claimed that Kahoot!, a game-based learning platform, can be utilized to assess students' knowledge, for formative evaluation, or as a break from repetitive lessons.

Reading Skill

According to Ismail, Syahrufa, & Basuki (2017) English is one of the world's languages and is increasingly used for printed information. The information may be related to science, technology, economics, or commerce. When we process information, reading is one of the most crucial steps. The ability to read well and understand chapters, textbooks, and references written in English allows us to better understand material and gain knowledge from it.

Reading is important for written language communication since texts serve as a medium for this. the most effective technique to learn about various facets of life, such as science, technology, and life. A variety of facts can be learned via reading. Every person who wants to get the information they need must read often. Reading

is crucial and has become a daily need. For anyone learning English as a foreign language, reading is a crucial ability.

METHOD

In this study, a literature review was chosen as the sort of research methodology. A systematic, explicit, and repeatable approach for identifying, assessing, and synthesizing researches and ideas created by researchers and practitioners is literature review. A literature review's main goal is to analyze and synthesize relevant research on the subject at hand. Okoli & Schabram (2010) provide a more thorough explanation of the objectives, which include: (1) presenting the background and theoretical framework of the research to be conducted; (2) examining the depth of previous research that has been done on the subject under consideration; and (3) providing answers to practical questions using the researchers' knowledge of what has been produced in the past.

The data were obtained from the previous research which had the same problem. These data are used as a support in the process of data analysis to answer the problems being studied. The data collection technique used literature study, namely by collecting data or information that is relevant to the research conducted. Then, the collected data is analyzed in the form of qualitative data which is presented descriptively. First step is the identification of the literature. Before the researcher searches for literature that is relevant to the research conducted, the researchers divided the literature into two variables; (1) Kahoot! ; (2) Reading Skills. These two variables are then used as keywords in searching for relevant literature to help the researchers in the identification process. After collecting the literature and classifying it based on the previously variables divided, the next step was literature analysis. This kind of analyze articles is done quickly by scanning the abstract of an article, background, and research results. It makes easier for researchers to draw conclusions that are in accordance with the research focus.

Literary data collection is the process of gathering information about literature by collecting coherent, continuous, and pertinent library materials. The following methods are used to gather and process literary data: (1) Compilation, or analysis of the data gathered, with a focus on completeness, meaning clarity, and common meaning context. (2) organization, or the collection of data obtained within a predetermined framework; (3) the discovery of research results, or the further analysis of data collection outcomes using the provided rules, theories, and methods to arrive at specific conclusions that are the outcomes of the alternatives to the problem formulation. In this study, content analysis was employed as the method of data analysis. Content analysis technique is an analysis technique by making (inference) conclusions. Then it can be replicated and with the use of valid data and taking into account the context. This method is used to analyze the entire discussion regarding the use of the Kahoot! to assist students' reading ability.

The object of this research is Kahoot!, the researcher analyzes the effectiveness of using Kahoot! to improve reading skills in English. From previous research studies show that many benefits are felt using this application. Where in addition to excelling in the field of technological knowledge, English learners can also enjoy the learning process with the features provided. Technology-based use of Kahoot! considered to be very attention-grabbing and enhancing capabilities with a directed structure and system. Therefore, researchers are very interested in further researching the use of Kahoot! in developing English language skills.

FINDINGS

Educational Game as Learning Media

Educational game learning media is a learning media that is able to increase the motivation and interest of students. According to Tedjasaputra in Gunawan (2022), educational games are learning media that use audio, visual, graphics, or animation specifically for learning areas that can increase student interest and student motivation, because educational games use interesting animations so that students more easily remember and understand than conventional learning that can be utilized by teachers. So the authors conclude that educational games are a learning tool that can increase student learning motivation because it is supported by interesting audio, visual, audiovisual.

There are lots of educational games that can be used in learning both through electronic devices and traditional games. In this paper the authors limit it to online games that can be accessed anywhere and anytime. The examples of educational games are Kahoot!, Nearpod, Quizizz. Each game has its own characteristics. According to Dickey (2006, p. 245) almost all of the characteristics of an educational game are still relevant today, with technological advances that make it easier to use, but the characteristics of an educational game media remain the same. The most significant characteristics of gaming media are its sound effects, which are one of its traits. The following are the qualities of educational game learning medium, according to Ezranda In Gunawan (2022):

- a. Short.
- b. Requires a small fee.
- c. Interactive.
- d. Using tools.
- e. Low risk.
- f. Simple adaptability.
- g. Single focus.

Kahoot! as Alternative Learning

Kahoot! is an application that is very suitable for dealing with today's technology, even though it was released in 2013 Kahoot! was not very popular in Indonesia because the internet was not evenly distributed at that time. According to

Wang and Tahir (2020) Learning success, classroom dynamics, attitudes of students and teachers, and student anxiety can all benefit from Kahoot! Student skills are developed via Kahoot! in addition to being a fun app. This is evidenced by the use of 70 million active users each month in the US. Nugroho (2001) argued in his research that the findings show that students are more developed in identifying main ideas and implicit information. This shows an increase in student's reading skill before and after using Kahoot! as a learning media. Pahamzah, et. al (2022) explained indicated that 82% of students and 80% of teachers used Software Kahoot! in their activities, and based on that proportion, the utilization of Software Kahoot! in learning activities is extremely good. The installation of Kahoot! (A Game Based Student Response System), according to Sukowati and Sartono (2020), also increased students' motivation to learn. Kahoot!, according to Korkmaz (2021), can be a useful tool for energizing EFL students and improving their comprehension of a variety of reading materials.

Many teachers are using digital tools and applications to generate compelling learning. One tool that can be utilized to create an interactive learning environment is Kahoot! Using Kahoot! is recommended, claims Hadijah (2020). The teaching of vocabulary and the provision of engaging learning activities for students can be substituted by teachers in EFL lessons. Kahoot! is visually appealing, and students can practice questions by engaging in games Interactive media will enhance students' enthusiasm in reading instruction. According to Kohnke, L., & Moorhouse, B. L. (2021), teachers can utilize Kahoot! to improve academic achievement by gamifying learning and enhance student involvement. According to Putri, N. S. (2019), these findings have been supported by numerous teachers across the globe who teach English utilizing media like Kahoot! as a successful method for ensuring that students enjoy the teaching and learning process. As a result of its shown ability to dramatically enhance student learning results, Kahoot! can serve as a substitute interactive learning medium in postsecondary institutions.

Kahoot! for Reading Skill

The use of video games in education has gained popularity recently and has a significant positive impact. The Kahoot! program is excellent for boosting students' interest in studying English as a foreign language. Students' opinions and attitudes about the employment of Kahoot! were shown to be quite positive. According to Cárdenas et al (2020), which improves the learning environment and promotes higher academic achievement. With the use of the Kahoot app, students can get actively involved in their reading instruction and develop comprehension. According to Martins, E. R., et al. (2019), using the platform led to an improvement in student learning by consolidating previously taught topics in a pleasant, intriguing, motivating, and engaging manner. According to Marsa et al. (2021), playing the game Kahoot! can influence students' reading comprehension ability when there is high student engagement, motivation, and a positive attitude. In conclusion, using

Kahoot! helps pupils succeed in learning to read by having a favorable impact on them.

The Kahoot! program is a game-based learning tool. Omar (2017) claims to have completed research on the use of Kahoot! for teaching reading in an EFL classroom. The findings give students' perspectives on how well Kahoot! worked as a tool for testing their knowledge on how to give good feedback. It helps to understand the advantages and disadvantages of the use of technology assessment in the learning process by evaluating the application.

Using ANCOVA, Chotimah and Rafi (2018) carried out an experimental study and assessed the findings. The findings reveal a significance value of 0.02 This indicates that using Kahoot! will affect the pupils' reading abilities. On numerous groups of Chinese students, Chiang (2020) attempted to apply the Kahoot! application. The findings indicate that students have a good attitude regarding the use of Kahoot! in reading classes. Additionally, a study evaluating students' opinions of the Kahoot! application was carried out by Plump & La Rosa (2017). The replies from the students and their first-hand accounts of using the application in graduate and undergrad classes suggest that they were happy to have this platform available to them.

In order to acquire English, reading comprehension is a crucial skill. Reading is characterized by The Grabe in Alyousef (2006) as a "active process of comprehension [where] pupils need to be taught ways to read more effectively" (e.g., skim ahead to fill in the context, guess from context, set expectations, make assumptions about the text, etc.). Kahoot! allows us to read while having fun. We can incorporate an image or an animation, for instance, when reading a fairy tale, myth, or other text. Reading is no longer uninteresting, contrary to what was always believed, and this strategy is quite beneficial because it enhances brain function. The brain is not stressed since learning through games and graphics is enjoyable for the brain.

Improving Student Reading Comprehension By Using Kahoot! (A Classroom Action Research at the Tenth Grade of SMA Bani Muhyidin Tanjungsang in Academic Year 2020/2021) is the title of further research that supports this research by (Lisnianti, 2021). The purpose of this study was to ascertain how Kahoot! should be used to enhance class X SMA Bani Muhyidin Tanjungsang students' reading comprehension. He used Classroom Action Research (CAR), questionnaires, observation logs, and other data collection tools in his study. The results obtained after carrying out learning actions using Kahoot! with a questionnaire showing 66.7% of students agreed that Kahoot! Can improve students' reading comprehension, and have a total of 53.3% of students who agreed that Kahoot! has been effectively used in learning English. So Listianti concluded that the game Kahoot! Suitable to be applied in high school English learning. Furthermore, in other research came from (Wibisono, 2019) by the title The effects of Kahoot! In teaching reading to tenth grade students. His research aimed to identify the effect of Kahoot!

towards the reading comprehension test scores of class X high school students. The data is analyzed and presented with descriptive statistics included frequency, standard deviation, mean, and independent T-test. Wibisono in his research proved that by using Kahoot! In learning, the test results of class X students increased, besides that students showed a significant positive influence on several aspects such as cognitive, psychomotor, and also affective. It can be concluded that online games like Kahoot! Highly recommended in learning English especially for teaching reading to students.

In her study entitled *Improving Critical Reading Ability, Learning Autonomy, and Learning Participation with Kahoot! Application*, (Arini & Sulistyarini, 2021) describes how Kahoot! In order to determine whether Kahoot! can enhance students' critical reading abilities, learning independence, and engagement in critical learning, researchers ran a study. The deployment of Kahoot! in the classroom may easily raise students' learning freedom, while also increasing their participation in the learning process. It can also, of course, help students develop their critical reading skills. Additionally, (Chotimah & Rafi, 2019) they demonstrated in their study *Improving Critical Reading Ability, Learning Autonomy, and Learning Participation through Kahoot! Application* that Kahoot! it as a learning medium has a significant impact on the improvement of students' reading ability when they are learning English.

In terms of improving student's reading skills in learning English at school, Kahoot! very useful and effectively implemented as a teacher assistant media in learning, this is because this application is very easy to access and use. Not only as a media used to attract student's attention in the class, but also as a means of discussion and learning materials. As stated by (Sari, 2022) in his research which explains that Kahoot! is an application that is very suitable to be used to improve student learning abilities. Because Kahoot! has four different types of features—quizzes, debates, surveys, and assessments—reading activities become more enjoyable, engaging, and thorough. Furthermore, it offers cooperative and collaborative learning, which encourages students to be motivated, enthusiastic, and competitive in their academic pursuits.

DISCUSSION

The findings of our observations and discussions indicated that English learners can feel more at ease and motivated to study more with Kahoot! Even college students believe that studying English in reading skills is more pleasurable thanks to the elements provided, which are not just able to draw children at the primary or secondary level. Researchers Iwamoto, Hargis, Taitano, and Vuong (2017) found that students who used Kahoot! had significantly different test results than those who did not. This demonstrates that Kahoot! is a very effective learning tool for students, and the only difference between this study and others was that Kahoot! can only be managed by the teacher. Therefore, only one party may see the questions. Despite using games as learning tools, this helps pupils maintain their

focus. The Kahoot! program also had the ability to raise and develop the high scoring exam scores.

Kahoot! can improve academic performance, classroom dynamics, student and instructor attitudes, and student anxiety, according to earlier research by Wang and Tahir (2020). Not only is Kahoot! a fun game, but it also helps students strengthen their skills. The 70 million monthly active users in the US serve as proof of this. According to Nugroho (2001), the results of his study demonstrate that pupils are more adept at distinguishing main ideas and implicit knowledge. This demonstrates an improvement in the reading abilities of the pupils both before and after they used Kahoot! as a learning tool. According to Korkmaz (2021), Kahoot! can be a useful tool for inspiring English learners and improving their comprehension of a variety of reading materials. Previous studies have shown that Kahoot! can enhance students' English proficiency, particularly in the area of reading skills.

An application that teachers can utilize, Kahoot!, is particularly effective in boosting students' motivation to study English as a foreign language. Kahoot! offers a number of alluring features, and research has shown that using it can enhance students' interest in learning English. This is in line with his study's finding that teachers can use Kahoot! to increase academic attainment and raise student engagement through gamified learning (Kohnke, L., & Moorhouse, B.L. 2021). Kahoot! can help students get more engaged in their reading instruction so they can understand what they are reading. For students to be more engaged and understand, Kahoot games have a very appealing aesthetic. Finally, platform effects, in accordance with (Martins, E.R., et al. 2019, in their research, can improve student learning by assessing and supporting previously taught concepts in a pleasant, exciting, motivating, and interesting way. As a result of its appealing look, Kahoot! has a beneficial impact on student's success in learning to read.

Kahoot! is an extremely successful teacher aid tool for learning when it comes to enhancing students' reading abilities in English classes. This is because it is so simple to access and utilize. Not only as a tool for getting students' attention in class, but also as a forum for debate and a source of educational information. According to Sari's research, which demonstrates that Kahoot! is a very ideal application to be utilized to enhance student learning capacities, This is due to Kahoot! four types of features, which include quizzes, debates, surveys, and assessments, which make reading activities more enjoyable, not tedious, and thorough. Furthermore, it offers cooperative and collaborative learning, which encourages students to be motivated, enthusiastic, and competitive in their academic pursuits. In addition to being simple to use and having the elements required for learning media, Kahoot! is a form of learning innovation since it uses technology and incorporates it into learning. The games it offers can help encourage student involvement in the learning process. According to (Surjono, Muhtadi, & Wahyuningsih, 2017), using information technology to enhance the quality and effectiveness of the educational process

includes management information systems (MIS), e-learning, learning media, and life skills education will result in realizing the quality of education.

CONCLUSION

The use of technology in the field of education from time to time to make it easier for us as teachers to convey material. Technology that is often used in education is often called educational technology. This technology is often used as a learning media and an alternative when the learning process feels boring. Educational game as learning media is an innovation in the field of education that was born from the development of technology in 21st century. Kahoot! is a fun learning application, besides we learn we can also play game at the same time.

Our researched to aim the implementation of Kahoot! application to assist students reading skills. From some research we read, we found that the kahoot application had an effect on students. Because, they give reason about the Kahoot! application is very easy to use and fun during the learning process.

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