

UTILIZATION OF KAHOOT APPLICATION AS INTERACTIVE MEDIA IN LEARNING ISLAMIC RELIGIOUS EDUCATION AT SMP MUHAMMADIYAH 4 MEDAN

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Abstract: Kahoot application is very useful as an interactive media in Islamic Religious Education learning in schools because it is very helpful in the learning process in schools, but there are advantages and disadvantages of the Kahoot application but this application can still be useful as a learning medium in schools that will be used by teachers and make it easier for teachers to teach students. This also makes it easier for students to understand student learning and the strategies used by teachers also arouse students' enthusiasm in learning and make students smarter, develop students' interest in reading because there are questions or quizzes made by teachers through the Kahoot application used by teachers as a student learning medium, because this is very effective to use in the learning process and develop students' interest in learning in learning.

Keywords: kahoot application, utilization of kahoot application, learning media.

Introduction

Kahoot! Application is basically available as a free learning application, but if we want to get a complete and more and more extensive, we can use the payment feature of this platform can not be used only as a gimmick and education but this application can be used as a game, quiz and others. We as users can use this kahoot application as a learning medium for students and learners to make the learning process more interesting and students are enthusiastic in the learning process, and we can use kahoot in face-to-face in the classroom, the shortcomings of this kahoot application cannot display ppt and pdf file systems and videos because kahoot is deliberately designed for face-to-face learning cannot be used online or online.

The use of this kahoot application, teachers hope that students will feel enthusiastic again in the learning process and students can develop more advanced thinking patterns so that they are not technologically illiterate, schools can also develop further regarding the learning methods that will be applied to students at school, but if the school is more developed and advanced, the school will develop more and become popular, parents are also proud because their children can develop at school and have advanced thinking and are not technologically illiterate regarding learning provided by teachers at school, we can learn again as teachers that advances in technology and variations in our learning as teachers must not be left behind in this regard because we as teachers must develop our students' thinking so that and also provide interesting learning so that it is effective so that students can easily understand the learning that we provide, and we can also use this kahoot for our students so that students can also take advantage of the media available at school, especially SMP Muhammadiyah 4 Medan (Hartanti, 2019)

Literature Review

Instructional Media

Learning media is "a physical means to convey learning content/materials such as books, films, videos, slides, and so on, but unfortunately in the Kahoot application it cannot display

education because of its limitations, Kahoot learning media can be used by students and utilized by students so that students find it easier to understand learning and also develop students' thinking that is more advanced towards increasingly developing technology, teachers must also be able to utilize this application as a learning medium for students in schools because this strategy makes it easier for teachers to teach and is more interesting for students who learn and also feel enthusiastic in the learning process. (Hartanti, 2019)

Educational Games

Educational games are learning media that greatly support the learning process in the classroom. Educational games can also be used by all classes of students who will work together to carry out this game activity so that it is more useful and sharpens the minds that are bored in the learning process. This can also be used by teachers before starting the learning process so that this educational game can also be used as a medium that contains related material that we want to teach to students so that learning is more interesting and not monotonous to the daily learning carried out at school. (Fajri et al., 2021)

Kahoot Learning Media

The Kahoot application is a game application that supports visual demonstrations of students in the learning process in the classroom. Information is presented visually, namely in the form of images, diagrams, charts, lines, time, films, and various other demonstrations. Kahoot can also be used in learning that contains questions that will be given by the teacher to his students such as quizzes so that learning is more interesting and students who learn are not bored and arouse students' interest in learning in class. However, if we want to get a more complete version of Kahoot, we use the payment system in this Kahoot application. (Srifariyati et al., 2023)

Method

The approach in this study is a descriptive qualitative approach. Qualitative research according to Lexy J Moleong is a form of research that is sourced from events experienced by research subjects such as actions, behavior, motivation, perception, etc. in order to gain an understanding of the phenomenon through a number of methods that can be used to understand the description of a word expressing an event or incident and explaining how the Kahoot application is used as a learning medium at SMP Muhammadiyah 4 Medan. Source of research data. The method used for the school is observation and interviews at the school related to the use of Kahoot at our school as researchers to use the interview and observation methods aim to find out how students at school after using the Kahoot application because everyone has different characteristics and they also have evaluations and opinions related to the Kahoot application used at the school. The researcher also explained how the use of the kahoot application used at SMP 4 Muhammadiyah Medan, in the data collection process the researcher explained that (1) observation is an activity that can be done by observing the school carried out by researchers so that data and events that occur at school are collected. The results of the observations used at school are the form of data collection that will be studied but with the method (2) interview this technique can be done for researchers to prepare questions that will be asked to the resource person who will answer the question, create effective questions so that the resource person can understand the questions asked but in terms of interviews can be done directly or virtually but if this is to be effective then do this interview face to face so that this process is more comfortable for researchers and resource persons. (Education et al., nd)

Results and Discussion

Using the Kahoot Application as a Learning Media

In general, kahoot is an application that we can use as a learning media for students in any school so that students become enthusiastic with the use of media in schools used by teachers for their students, kahoot can be an effective media for learning in schools. Some things that must be done by teachers and students before using the kahoot application are:

1. The items that the teacher must prepare are an overhead projector screen and a screen.
2. Students must prepare a smartphone, tablet or laptop
3. At school prepare internet or wifi

After the above requirements are met, the next process can be carried out, namely the quiz creation stage on the Kahoot application. At this stage, the method that will be carried out is:

1. Click on the link <https://kahoot.com> and login using your Kahoot account, if you are not registered then please register using Gmail or Facebook.
2. We can open the desired kahoot, click quiz to create multiple choice type questions.
3. Each question has a time to answer and can be set by the time listed
4. The final stage, we can add images or videos to each Kahoot question to add interesting content to the questions that students will answer.
5. If you have finished, you can copy the link or get a PIN with a combination of numbers to access the quiz we have created. (Suwahyu, 2024)

For students using the Kahoot application, there are several methods that can be used, namely:

- a. Display the kahoot from the teacher account that has been created to be displayed on the screen, then click play and you can choose between classic mode or team mode.
- b. Students can access directly on the kahoot link and can join using the PIN that appears. And students are expected to prepare a team name if used in group mode
- c. Wait for a few students' names to appear on the teacher's main monitor, then click start to use the Kahoot application.

This method can increase the intelligence of students in schools and provide enthusiasm for students who will start learning because it uses an interesting method. (Rosiyanti et al., 2022)

Utilization of the Kahoot application in Islamic Religious Education learning for Muhammadiyah 4 Middle School, Medan

Teaching and learning activities are more interesting if teachers use applications or methods and variations that make students enthusiastic about learning a theory used by Islamic Religious Education teachers must also prepare the media that must be used for the use of the Kahoot application. Islamic Religious Education teachers at schools must also prepare questions or quizzes related to the material that will be given to students at school, then students will answer the quiz questions given to the teacher using the Kahoot application, after using the Kahoot application the teacher can see the values answered by the students, so this method is very interesting if used in schools in the learning process. (Mafatih, 2021)

Student Learning Motivation in Islamic Religious Education Lessons Using the Kahoot Application

Students who study at school are motivated because of the Kahoot application that helps students to learn and some students are interested in using the media provided by teachers at school, namely the Kahoot application because this media makes it easier for students to learn and also easier to understand because this can develop students in schools and motivate them to be more enthusiastic in learning related to Islamic Religious Education lessons, because most Islamic

Religious Education learning usually uses the lecture method which will make students less interested in this method. However, it is different with the method of using the Kahoot application because this makes students enthusiastic about learning. (Husna et al., 2021)

Utilization of the Kahoot application in PAI learning to increase interest in learning

Based on the data studied, the results of using this Kahoot application really make students at school interested in learning and enthusiastic in the learning process because this use is very effective for use in the learning process at school, in this it also makes it easier for teachers to teach students and students also feel enthusiastic about carrying out the learning process because they utilize the media available at school properly, so teachers must use this Kahoot application properly and correctly so that students at school can easily understand and understand the lessons given by the teacher. Therefore, it is important for us to know their interests and enthusiasm for learning because this greatly influences students' interest in learning PAI at school, so if using this Kahoot application can make students more enthusiastic about learning PAI so this is an effective strategy to do in the learning process and develop students in thinking quickly because answering questions on the quizzes made by teachers with the Kahoot application can make students smarter at school and prefer to read more quizzes that are studied and increase students' knowledge. (Education & Volume, 2024)

Using the Kahoot Application as a Learning Media

The Kahoot application is a platform that allows teachers and students to interact in interactive quiz-based learning. Recent research shows that the use of Kahoot at various levels of education has succeeded in increasing students' interest in learning. Such as some of the findings, namely:

1. **Ease of Access:** Teachers and students can use Kahoot with devices such as smartphones, tablets, or laptops. This supports both distance and face-to-face learning flexibly (Suwahyu, 2024)
2. **Interactivity in Learning:** Kahoot provides a fun learning experience through interactive quiz features. Teachers can insert images or videos in questions to add to the appeal. This interactivity has been shown to increase student engagement (Rika Widianita, 2023)
3. **Increasing Motivation and Learning Outcomes:** The use of Kahoot has been proven to increase students' enthusiasm for learning, especially in Islamic Religious Education (PAI) materials. With the element of competition, students are more enthusiastic and able to achieve better learning outcomes.

Kahoot Implementation Process in Islamic Religious Education Learning

The use of Kahoot in Islamic Religious Education learning involves several stages:

1. **Preparation :** Teachers ensure that adequate devices and internet connections are available and prepare quizzes based on material relevant to the lesson.
2. **Implementation :** a. The teacher displays the quiz on the screen using a projector. b. Students join through the PIN provided, either individually or in groups. c. Students answer the quiz questions according to the specified time.
3. **Evaluation :** Teachers can directly see the results of each student or team through the Kahoot dashboard. This data helps teachers evaluate students' understanding of the material being taught (Zulkhi et al., 2023).

Advantages and disadvantages of the Kahoot application

Excess:

1. **Interactive and Engaging** : Makes learning more lively and fun.
2. **Flexible** : Can be used for distance learning or face-to-face learning.
3. **Real-Time Feedback** : Teachers can immediately see student results.

However, this also has a very beneficial role for students because it can increase students' reading interest because the questions created by teachers for students are quizzes created through the Kahoot application because the use of Kahoot in the student learning process is an effective strategy to arouse students' interest in learning at school. Teachers must also utilize the learning media available at school properly and correctly to help students by making it easier to understand the lessons given by the teacher, as well as making it easier to evaluate students at school and develop their learning interests. (Rigianti & Yogyakarta, 2024)

Lack:

1. **Internet Dependence**: Requires a stable connection.
2. **Limited Features in Free Version**: Some advanced features are only available in the paid version.
3. **Doesn't Support Heavy Media**: Cannot display PDF or PowerPoint files.

From these shortcomings we also have to see some facilities that can be used in schools such as the absence of wifi in schools, the lack of facilities that will be used to carry out this activity, the lack of student cellphones and the lack of student internet quota, this cannot be done effectively, and the features of this kahoot application also have limitations for use if you want to be more complete, you have to make a payment feature, but if it is for students at school, you must use the free features available in the kahoot application. (Unsur & Arab, nd)

The Impact of Kahoot Application on Students' Learning Interest

The results of the study showed that students felt more motivated and interested in learning with the Kahoot application compared to traditional methods such as lectures. The game element in Kahoot helps create a competitive yet fun learning atmosphere, thereby increasing student engagement, because this can be said to be effective in the learning process. (Mattawang & Syarif, 2023)

Kahoot Application Utilization Strategy

1. **Integration of Subject Matter** : Teachers can prepare quizzes based on relevant material, for example related to Islamic history or moral values in Islamic Religious Education.
2. **Use of Mode Variations** : Individual and team modes can be used as needed to enhance student collaboration or competitiveness.
3. **Teacher Training** : Teachers need to be trained to make optimal use of Kahoot, including how to create effective quizzes. (Hartanti, 2019).

Conclusion

The use of Kahoot as a learning medium has proven effective in increasing students' motivation and interest in Islamic Religious Education learning. This application offers interactivity that not only makes learning more interesting but also effective in achieving educational goals. In the use of the Kahoot application in Islamic Religious Education learning media, this Kahoot application is very useful and plays an important role in the learning process because it makes students' enthusiasm in school to learn. And this strategy also makes it easier for teachers to provide material that will be taught to students. This application can also develop students' intelligence in schools and think quickly and have a high interest in reading because of the quiz reading activities from the media used. This kahoot application also has many features

that will be selected by teachers to carry out the learning process at school, this can increase the activeness of students at school in learning PAI, and this strategy will not make students at school bored in learning because they can freely choose individuals or groups in using the kahoot application, this is very fun because learning while playing games, but this can also make students not left behind in digital matters because of this teachers must utilize it well and must be more advanced for technology so that students in learning are not left behind in increasingly advanced technology in the modern world because this can also advance schools. However, here we see that the kahoot application has several benefits, namely:

1. Creating students' enthusiasm for learning
2. Increase student activeness in learning
3. Providing motivation to learn at school
4. Raising student literacy in schools
5. Meeting the learning style of the digital generation
6. This Kahoot application can be used in various subjects.

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