

IMPLEMENTATION OF TECHNOLOGY-ASSISTED LEARNING WITH KAHOOT MEDIA IN IMPROVING STUDENT PARTICIPATION AT SMP MUHAMMADIYAH 7 MEDAN

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Abstract: Study This aiming For explore implementation of learning media based on technology , namely Kahoot, in increase participation students at Muhammadiyah 7 Middle School Medan. With use method study qualitative-descriptive , data collected through observation , interviews , and documentation . Research results show that Kahoot usage increases involvement student in learning with a better way interactive and fun . This media also helps student For more understand material through gamification , so that create atmosphere conducive and participatory class .

Keywords: Technology-Assisted Learning, Kahoot, participation students , learning interactive.

Introduction

One of fundamental elements in development sustainable human is education . With developing technology rapid , world of education face challenge For innovate in create relevant and interesting learning for student (Rismayeni et al., 2024) . One of innovation the is implementation Technology Assisted Learning (TAL), a approach learning based on designed technology For support interaction and engagement students . One of the innovation the is implementation Technology Assisted Learning (TAL), a approach learning based on technology designed For support interaction and engagement students . TAL provides chance For utilise device based on technology , such as digital applications and platforms, in create more learning effective , enjoyable and appropriate with needs of the digital era (Hidayah & Arif, 2022) .

Kahoot is one of the most popular TAL educational media used For learn ; Kahoot offers a fun approach that combines competition and entertainment in the learning process . With Features like quiz interactive, board rankings , and awards based on points , Kahoot can motivate and engage student (Sholihah et al., 2023) . Research previously show that use tool learning based on technology like Kahoot can reduce boredom in learn , improve involvement students , and improve understanding with a better way creative and interactive.

However, in the world of Indonesian education, especially at SMP Muhammadiyah 7 Medan, the use of TAL media such as Kahoot is still ... face a number of Obstacles . Observation beginning show that learning at school This Still tend use method traditional like method less lecture involving student in a way active . As a result , students become passive in activity learning , rare ask and less enthusiastic in interact with teachers and friends classmates . Teachers of Muhammadiyah 7 Middle School-Medan also face limitations in use technology in the learning process . However , learning media based on technology like Quizizz and Kahoot have proven can Motivate student For Study .

On the other hand, the problem low participation students also become attention main. For increase quality learning. Participation student not only means presence in a way physical in class, but also engagement active, such as submit questions, answers, and discussions. Low participation not only impact on low motivation student, but also on the lack of understanding student to material. So from that, it is necessary existence innovation in learning that can overcome problem the at a time increase quality teacher and student interaction (Laksono, 2009).

In research this, Kahoot is selected as a TAL media that will introduced to in the learning process at SMP Muhammadiyah 7 Medan, Kahoot makes it possible more learning fun and competitive through features gamification like regulator time, board rankings, and awards points. It is hoped that Kahoot will makes possible student for to be more active and involved in the learning process, improve motivation and participation them.

Study This own objective For know Kahoot implementation and its impact to involvement students at SMP Mohammedia 7 Medan. The approach used in study This is approach qualitative For get better understanding in about how Kahoot is implemented in class and ability For Motivate student For participate.

Literature Review

1. Technology-Assisted Learning (TAL)

Technology-Assisted Learning (TAL) is A approach learning that utilizes digital technology for support the learning process teaching. TAL has a number of benefits, including flexibility in matter time and location, personalization learning, and use tool help interactive that can increase understanding student to material. TAL allows integration various digital tools for create experience learn more dynamic and collaborative (Rosadi, 2015).

In Indonesia, the implementation of TAL has done in various form, especially after the occurrence the COVID-19 pandemic which caused shift to method online learning. However, the implementation of TAL at the level school intermediate Still face challenge like lack of digital skills among teachers and the limited infrastructure technology in schools. Therefore that, choose tool simple help However effective like Kahoot will very important For increase TAL's success in school.

2. Gamification deep Learning

Gamification is utilization game elements in non-game context for can increase engagement and motivation (Fitri Marisa et al., 2022). In education, gamification has proven can increase involvement student through competitive and fun elements like assessment, board rankings, and limits time. One of the gamification platform, Kahoot, allows teachers to create more learning interactive and fun.

Based on research conducted by Pitoyo & Asib (2019), gamification with Kahoot you can reduce level anxiety student during learning and improving motivation they For participate active. Some Kahoot features, such as question choice double, limit time, and feed come back instant, create atmosphere competitive learning However still interesting.

3. Participation student in learning

Involvement Student in Study refers to participation active in a way physical, emotional, and cognitive student in the learning process. Form participation student covering activity like answer various questions, discuss, and resolve Tasks. Involvement low students usually caused by the way teaching that is monotonous and not involving student in a way active (Bariyah & Pieewan, 2017).

In accordance with Law No. 20 of 2003 concerning National Education System, that education must be able to create an atmosphere where participants can develop the potential it has in an active way, therefore the use of learning media that can be used to support interaction and participation of participants becomes a very important thing to increase the quality of learning (Laili et al., 2022).

3. Study previously

There are some researches that have been researching the effectiveness of TAL media, including Kahoot, for increasing student involvement:

1) Socialization using quizzes at Muhammadiyah 7 Middle School Medan shows that educational media based on technology can increase student involvement in learning. After the introduction of the quiz, the level of response was positive to its use and reached 90 percent (Riani et al., 2023).

2) Impact of images and thumbnails on student involvement at Muhammadiyah 7 Middle School Medan also showed significant results, where the interactive method increased student involvement with a higher average score compared to the conventional method (Sartiwi, 2022).

3) Implementation of a scientific learning approach in teaching Islamic religious education at Muhammadiyah 7 Middle School Medan is able to increase student learning results through interactive stages like observe, ask, and associate (Nisa et al., 2016).

Research results show that study with technology or interactive methods tends to increase engagement and student learning results. This research was developed from findings and focusing on Kahoot as TAL tools used at Muhammadiyah 7 Middle School, Medan.

Method

1. Approach Study

This study uses a qualitative approach with a case study method. A qualitative approach was chosen because it allows researchers to delve deeper into the implementation process (Charismana et al., 2022).

Technology Assisted Learning with Kahoot media, as well as understanding in a way that details the impact on students. The case study method was chosen to study the phenomenon in this context specifically Muhammadiyah 7 Middle School Medan, so that it can give a detailed overview about the application of Kahoot media in learning.

2. Location and Subject Study

1) Research Location: Research was conducted at Muhammadiyah 7 Middle School Medan, which is located at Jalan Pelita II No. 3, Sidorame Barat I, Medan Perjuangan District, Medan City. This school was chosen because of the need to increase student participation in learning, as well as the fact that there is limited technology use.

2) Subject Research: The subject study consists of:

- a) The teacher who teaches the lesson and implements Kahoot.
- b) Student from class that becomes the target implementation of Kahoot media.

3. Data collection technique

Data collection was carried out with a number of techniques as follows:

1) Observation

Researchers observe in a direct way the learning process in the classroom using Kahoot media. Observation aims to take notes on how teachers implement Kahoot, student interactions, and learning dynamics during the use of the media (Damawan et al., 2021).

2) Interview

Semi-structured interviews were conducted with teachers and students. Interviews with teachers aim to understand the Kahoot implementation process and the challenges faced,

while interview with student aiming For know experience they during learning using Kahoot and its impact to participation they (Nikmawat, 2022) .

4. Instrument Study

Instrument study main is researcher That itself , which functions as tool Key data collector . Researcher equipped with guide observation and guidelines the interview that has been arranged previously For ensure consistency and relevance in data collection . Instruments addition in the form of sheet observation and questionnaire interview made For help guide data collection (Sugiyono, 2010) .

5. Procedure Study

Procedure study covering steps following :

- 1) Preparation : Researcher do meeting beginning with party school For get permission and compile plan implementation study .
- 2) Initial Observation : Researcher observe condition beginning classroom learning For get description about the method used before Kahoot was implemented .
- 3) Implementation of Kahoot Media : Teachers use Kahoot in the learning process . Researchers observe this process in a way live and record dynamics that occur .
- 4) Interview : Interview done with the teacher after session learning and with students at the specified time For get outlook about experience they .
- 5) Data Analysis : Data obtained from observation , interviews , and documentation analyzed use analysis thematic . Data is grouped to in themes main thing that appears from results data collection .

Results and Discussion

1. Results

1) Implementation of Kahoot media in learning

Implementation of Kahoot in learning at Muhammadiyah 7 Middle School Medan is carried out with integrated approach in plan implementation teacher learning . The teacher begins every session learning with presentation material in a way short and then give test interactive using Kahoot. Using Kahoot inside class aiming For test understanding student to materials , as well as Motivate they For participate in a way active . Field observations show that the students seen more excited , lots from those who lift hands and try For answer the questions given . They each other compete For get mark the highest , which creates atmosphere full class Spirit .

Questionnaire data show that the students capable answer more Lots question with Correct along the walk time . In the session First , about 60 percent student succeed answer more from 70 percent question with true . However , in the session next , percentage This increase become around 80 percent , which shows improvement understanding student with implementation Kahoot method . Documentation in the form of results questionnaire show that happen average score increase participation from 17.93 before using Kahoot to 19.81 after using this media .

2) Participation Students During Kahoot Use

Interview with student disclose that The use of Kahoot has make they more interested in the learning process . Students feel that quiz based game make they more motivated For learning , compared with method learning conventional which tends to monotonous . One of the student stated , “I feel more Spirit Study Because Can compete with friends . I became more believe self For answer question ”. Observation results show that students who previously passive start show improvement interactions , such as ask and discuss with Friend classmate .

Students also reported that the use of Kahoot makes they feel more involved in lessons . They consider that permanent This change atmosphere Study become more fun and reduce boredom . Data from results classroom observation show that more from 80% of students show activity during quiz taking place . This is different with learning traditional where only about 50% of students are active participate .

3) Teacher Perception

Interview with the teacher showing that they feel helped in manage class using Kahoot. The teachers stated that method This help they in make learning more interesting and interactive . One teacher said , “Kahoot makes student more focus . They No only listen , but also engage in answer questions and compete .” However , the teacher also noted a number of challenges , such as prepare appropriate question with material and ensure that all student own adequate access to technology . Teachers also assess that although they need time addition For prepare quiz , benefits gained Far more big , like increasing participation students and management more class effective . The data obtained from documentation show that score participation student increase in a way significant . In the session beginning , percentage participating students active in answer question is 60%, while in session end , number This increase become more of 80 % . Documents containing report results quiz show existence improvement in understanding material , especially for students who initially No active . This data show that Kahoot can help student understand material with a better way fun and interactive .

Discussion

1) Participation great learning and impact gamification

Research result This show that Implementation of Kahoot at Muhammadiyah 7 Middle School can give significant contribution to participation students . This is in line with study previously confirmed that game in learning can increase motivation and compromise missing students (Huei, 2021; Pitoyo & Asib , 2019). Elements games , board ranking , accumulation scores , and limits time , has show success in create atmosphere positive competition . With existence motivation gained from elements said , then student the more enthusiastic follow session learning .

Participation big student No increase interaction , but help student in note and understand material . Investigation beginning must to reveal that method learning based on technology , as well as Kahoot, can reduce limitations in learning , which is problem in method learning conventional .

2) Positive Perception from Teachers and Students

Teachers at Muhammadiyah 7 Middle School Medan demonstrate positive perception to use of Kahoot. They feel that this media make it easier delivery material , allowing they For measure understanding student in real-time, and improve atmosphere study in class . This is support theory that interactive learning media can assist teachers in manage class with more Good .

Students also feel impact positive from use of Kahoot. They feel more involved and motivated For Study Because existence element entertaining game . Students disclose that Study with Kahoot create they feel like play , which makes they more spirit and not feel depressed . This shows that application of learning media interactive like Kahoot can increase involvement students and create a learning process more pleasant .

3) Challenge implementation

Although Kahoot offers Lots benefits , research also identified a number of challenges . One of them is arrangement technology school . Some student experience difficulty technical , such as online connection is not stable , which can impact on experience education them . In addition , lecturers need time extra For prepare question based on plan

learning , and also organizing time the use of Kahoot media in class . This is show the need addition ability for students and infrastructure more technology good at school .

4) The implications to future learning

Study This have implications important for education at SMP Muhammadiyah 7 Medan and research in Indonesia. Adopting Kahoot as part from supported learning technology can become method effective alternative For increase involvement students . I hope the lecturers can using this media in a way routine for learning become more interactive and interesting .

However , it is important for school For increase ability student in use technology and ensure that all student own appropriate access to devices and Internet connection . This is help optimize benefit use of media such as Kahoot and ensuring all student can participate in training .

Conclusion

Study This aiming For explore How learning supported technology can applied using Kahoot media to increase involvement students at Muhammadiyah 7 Middle School Medan. Based on results observation , interviews , and documentation found that Kahoot usage increases involvement student in learning in a way significant . Kahoot gameplay elements , such as board ranking , prizes points , and limits time , creating atmosphere positive and motivating competitive student For participate more active . This is show that student more interested , motivated and more involved in learning compared to with method learning traditional which tends to monotonous .

About teacher's perception , using Kahoot helps they manage class and give bait come back direct to understanding students . Although There is challenge in prepare questions and make sure equal access to technology for all students , teachers in particular general feel satisfied with results use of Kahoot. This is show that Kahoot is effective tool For increase quality learning and can used as alternative method interesting teaching .

However , for maximize benefits of Kahoot, it is recommended that schools increase infrastructure technology and provide training to teachers. Training This will ensure teachers are capable integrate method learning based on technology with more effective and efficient . Research This also provides recommendation use of media such as Kahoot for expand and consider it as part from future learning strategies .

In general overall , research This show that supported learning technology with using Kahoot media can increase involvement students , creating atmosphere fun learning , and helps teachers assess understanding student in a way direct . You can use Kahoot applied more widely in Indonesian schools for increase quality education and motivation Study student .

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