

USING THE KAHOOT APPLICATION AS AN INTERACTIVE MEDIA FOR LEARNING FIQH

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Abstract: This research aims to determine the use of the Kahoot application as an interactive medium for learning fiqh. This research was based on the large amount of literature that discusses the use of the Kahoot application media in learning. This research method uses a literature review method by reading several journal articles and books regarding the Kahoot application. Based on the research results, it can be concluded that using the Kahoot application media can increase students' enthusiasm in participating in learning. Not only for learning fiqh, this Kahoot application media can be used for all types of learning.

Keywords: Interactive media, kahoot application, fiqh learning.

Introduction

In Law No. 20/2003 concerning the National Education System Chapter 1 Article 1 paragraph 21, it is explained that educational evaluation is the activity of controlling, guaranteeing and ensuring the quality of education for various educational components at each pathway, level and type of education as a form of accountability for the implementation of education. (Rohantizani et al., 2023).

One branch of material discussed in Islamic religious education is the study of fiqh, which is a basic lesson taught about Islamic law regarding what is haram and halal, as well as good and bad. Fiqh itself is a scientific field in Islamic law which specifically discusses laws in human life, both individuals and society. Abu Hanifah said that Fiqh is human knowledge about their rights and obligations. (Wahid, Abdul Hamid, Muhammad Mushfi El Iq Bali, 2021)

In teaching fiqh, teachers usually use lecture and demonstration methods. These two methods should not be used together because teaching about religious laws or rules must be complete and clear so that people can apply them in everyday life. However, if a teacher only uses a lecture and demonstration approach continuously, student feedback will decrease, which makes learning boring. Therefore there is a need for innovation in learning design.

As contained in surah al-Alaqayat 1-5. According to Quraish Shihab (Fauzi, 2023), There are three educational values in this verse. These values are the value of divinity education, the value of skills education, and the value of intellectual education. The verse, if observed and understood correctly, talks about how to improve educational skills, such as suggestions to continue reading, writing, and creating. Verses one and three also talk about the values of intellectual education that must be developed by everyone. Therefore, Surah Al-Alaq verses 1-5 contain meanings such as the importance of reading, writing, continuing to learn, and trying new things.

One of the learning innovations that can be carried out is by providing interactive and technology-based learning media. Seeing that technology is increasingly developing, especially in the world of education, teachers can be more expressive in delivering learning. Educational technology such as the interactive learning platform Kahoot! has been proven effective in

increasing student engagement and learning experiences. Kahoot! offers a game-based learning approach, which makes the learning process more interesting and interactive. Additionally, students have the opportunity to get direct feedback from their teachers and actively participate in interactive quizzes. (Rachmawati Prasetiani & Sukirman, 2024)

Method

This research is a literature review or library research regarding the use of the Kahoot! as an interactive learning medium. In a literature review, the author carries out the process of searching, selecting and analyzing relevant literature, such as journal articles, books and other documents, to gain an in-depth understanding of the topic being researched. (Rachmawati Prasetiani & Sukirman, 2024)

Result and Discussion

Fiqh Learning

The study of fiqh includes many discussions about Islamic law that must be applied in everyday life. Fiqh is a field that studies Islamic law both from its sources and in practice. According to Ibn Khaldun (Harisudin Noor, 2021), Fiqh is the knowledge of Allah's rules regarding the actions of people who are bound to obey the law, and respect what is required (wajib), prohibited (haram), permitted (mandub), rejected (makruh), or neutral (mubah).

In the Qur'an and as-Sunnah, Fiqh means broad and in-depth knowledge of Islamic commandments or realities and is not related to a particular field of science. However, in clerical terms, the term Fiqh specifically refers to a deep understanding of Islamic laws. According to Syafi'i Karim (Adeliya Siti Napi'ah, 2023), Fiqh is a field that investigates various shari'ah or Islamic laws and rules of life for humans, both individuals and social groups.

According to the explanation above, fiqh learning aims to teach students to understand the basic principles of Islamic law and how they can be applied in everyday life so that they can become devout Muslims and implement Islamic law as a whole.

Based on the books of Fiqh, which contain Islamic sharia laws originating from the Book of Allah, the Sunnah of His Messenger, Ijma' (agreement), and the Ijtihad of the ulama, the scope of learning Fiqh (Bertha Angela, 2023), are as follows:

1. Laws relating to worship of Allah SWT. such as wudu', prayer, fasting, hajj and so on. That part is called the Fiqh of Worship.
2. Laws relating to family matters. Such as marriage, talaq, lineage, breastfeeding, living, inheritance and others. This section is called Fiqh Al Ahwal As Sakhsiyah.
3. Laws relating to human actions and the relationships between them, such as buying and selling, guarantees, renting, courts and others. This section is called Fiqh Mu'amalah.
4. Laws relating to the leader's obligations (to the state). Such as upholding justice, eradicating injustice and implementing Islamic sharia laws, as well as those related to the obligations of the people they lead. Such as the obligation to obey in matters that are not immoral, and so on. This section is called Syari'ah Fiqh.
5. Laws relating to punishment of criminals, as well as maintaining security and order. Such as punishment for murderers, thieves, drunkards and other crimes. This section is called Fiqh Al 'ukubat.
6. Laws that regulate relations between Islamic countries and other countries. Which relates to discussions about war, peace regulations, and so on. And this is called Fiqh As Syiar.
7. Laws relating to morals and behavior, good and bad. And this is called Adab and Morals.

Media Application Kahoot!

Kahoot is a game-based learning platform that lets you create, share, and play fun educational games and trivia quizzes in minutes (Jf et al., 2024). Kahoot is a visual learning media that has interesting features. One of its features is that it makes students focus on relevant subject matter. Kahoot is an interactive learning tool that can make learning more interesting and fun. This is because Kahoot has the ability to create a learning style that involves students participating in an active role with their friends so that they can become competent students. (Putri, 2023)

Kahoot, also known as Game-Based Student Response System (GSRS), is a game-based student response system. Kahoot has a key feature that allows users to create quizzes with true or false multiple choices in its free/basic version. Kahoot can be accessed via an application on the IOS, Android operating system, or via a web browser. Before we can use Kahoot, we have to create an account. When you first register, you will be asked about user roles. Users can choose the role of teacher, student, professional, or personal. As teachers, we can sign up to create a Kahoot account, and as students, we can choose student options. The choice of individual roles will change the features that can be accessed. One example is if the account used is a student, there is a limit on the number of participants who can take the quiz that we create; If the account used is a teacher, there is a larger limit on the number of participants, namely 40 participants for one quiz. (Wardana, 2024)

Additionally, teachers have the opportunity to choose what game mode to use to help students answer the quiz. This means that there are not only conventional quiz modes involving the usual multiple choice or true or false answers, but also game modes that can be used to achieve specific goals. For example, team mode can be used to help students improve teamwork. The lost pyramid game mode, apart from being cooperative, also helps students determine group strategies. Some of the modes available in Kahoot are: 1) classic, 2) team, 3) robot run, 4) the lost pyramid, 5) submarine squad, 6) cosmic conquest, 7) color kingdoms, 8) treasure trove, 9) tallest tower dan 10) chill art. For the basic or free version with a general account, users can only use classic and team modes.

Conclusion

In general, the Kahoot! is an alternative learning media that can be used in learning to be more optimal, especially for quizzes and other exercises, in order to determine each student's understanding in taking part in the lesson. Kahoot! can effectively increase student enthusiasm and learning outcomes, especially in the study of jurisprudence. In fiqh learning itself, teachers can customize the quizzes they will create with a choice of various game modes. This can create a more enjoyable learning atmosphere. Apart from that, there are exercises packaged in various modes on Kahoot! Students are challenged to be optimal in preparing the material first and deepening each material taught before starting practice with Kahoot!.

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