

ANALYSIS OF THE BENEFITS OF USING THE KAHOOT APPLICATION AS ELECTRONIC LEARNING MEDIA

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Abstract: The application of technology in education will motivate students during the teaching and learning process. The object of this research refers to electronic learning media. One of the electronic learning media that can be used in learning is *kahoot*. This *kahoot* application is a game application platform that can educate students in improving understanding. This study aims to summarize previous studies related to the advantages or benefits of using the *kahoot* application as an electronic learning media. In conducting this research, researchers used a qualitative descriptive method, which is *library research*. The results of this study indicate that the *kahoot* application has several advantages or benefits that can be felt by students and educators. One of them is that a teacher and his students can do distance learning without face-to-face meetings, students can answer questions as quickly as possible and can see learning topics to be studied. This type of electronic learning media will be more attractive to students, because it can be accessed on their respective electronic media such as smartphones or computers.

Keywords: Profit, Instructional Media, Kahoot App

Introduction

Along with the development of the times information technology is growing rapidly, therefore technological advances cannot be separated from society. Technology at this time considered to be one of the important things in life to support various activities, activities related to work and education (Rindo, 2022). However, with the existence of technology at this time it is also a challenge that we must face, because technology does not only bring positive impacts but technology also has negative impacts that can affect society.

Education is something that cannot be separated from human life. Every human being gets education starting when they are born until throughout human life (Atiqoh, S., & Maunah, 2024). All that is related to human development and human civilization are things that include education. the stages of education will continue to be monitored as well as evaluated in order to develop positive potentials.

Transformation in a world civilization begins with the emergence of a technology that can help humans to help access the existing world in an easy and fast way (Temon Astawa, 2016). The presence of the world of technology in

human civilization also affects the world of education. In the world of education, technology can be used to increase students' technological knowledge. Digital technology can also affect systems in education due to its effectiveness and efficient time. (Imro Atus Shalihah, 2023)

Schools that can implement digital technology in learning can help increase the motivation of the spirit of learning for students to be more active when the teaching and learning process is taking place. One of the electronic learning media that can be used in the learning process is the *Kahoot* application. *Kahoot* is a technology-based platform that offers interactive quizzes and games that can be used in various learning activities (Rukmana & Azizah, 2024). The *kahoot* application provides various features that can be used by users, namely games, quizzes, discussion forums, and surveys. Using kahoot application in learning requires accuracy and precision in answering the questions displayed in the application.

Kahoot is one of the online platforms used in education, which in this application facilitates teachers to design interactive learning activities that are interesting for learners. Learners can participate in this platform by using gadgets or laptop that they have. Using electronic learning media such as kahoot can make an attraction in the learning process.

Kahoot is an educational game application, although simple, but using the kahoot application as a learning media in the process of teaching and learning activities has high appeal for every student (Mattawang & Syarif, 2023). Starting from students who are still at the elementary school level to those who are already at university or college. Kahoot is also a visual learning media that is favored by all groups of students because kahoot can meet learning needs such as learning materials and evaluations. The kahoot application can also make it easier for teachers to create quizzes and help teachers to stimulate learning motivation in students (Cahyo Saputro & Hadi Utama, 2024).

Method

In this study, researchers used descriptive qualitative research methods. This research is a *library research* in which the data collection method in this research is by understanding and studying theories from various kinds of research related to the title of this research. (Fadli, 2021) Researchers can obtain secondary data through books, articles, and research journals from previous researchers. Descriptive research is research that is used to describe something systematically, factually, and accurately. In this qualitative research method focuses on understanding related to social life problems based on realistic conditions that are holistic, complex, and detailed.

Results And Discussion

Media is the jama 'word from the word "madium" which means introduction or intermediary. The definition of learning media from several experts, namely:

1. Learning media according to Amidjojo, which provides a limitation on media as a form of intermediary that can be used by humans to convey ideas, ideas, or opinions so that what has been stated reaches the recipient.
2. Learning media according to Heinich are media that carry a message or

information that aims for learning and contains learning purposes.

3. Learning media according to Gerlach and Ely, media if interpreted broadly are humans, materials or events that build conditions that can make students gain knowledge, skills, and attitudes. So that teachers, books, texts, and the school environment are also media.

When viewed in general, learning media has several benefits, as follows:

1. To clarify the delivery of material so that it is not too verbalistic
2. Can overcome the limitations of time, energy, space, and sensory power.
3. Increase students' enthusiasm for learning and build interaction between teachers and students through learning resources.
4. Increase children's independence according to their talents and visual abilities
5. Formation of the same stimuli, unite experiences, and unite the same perceptions. (Joni Purwono, 2014).

Kahoot is an application platform that is used as a game-based learning media. Kahoot is an interesting learning application tool and can help to facilitate educators in teaching and learning activities. In kahoot can also help educators in making practice questions to conduct evaluations that can be done with electronic media such as smartphones and computers. (Iis Ismatul Aliah, 2023). Kahoot is very easy to use by teachers or educators, teachers can create multiple choice questions or use question choices that have been provided or made by other users by entering keywords related to the question material they want to make (Icha Timart Diany Sinaga, 2022). Then, if there are already questions that will be used to conduct training or evaluation, educators can set the time in working on the following questions, after that share the question link that has been provided to students so that students will be able to learn from the questions can answer questions that have been asked by educators (Irma Rahmawati, 2021).

The kahoot application is designed unlike games in general, because the main purpose of designing the kahoot application is to find a game concept that can be adapted in the classroom. The use of audio or music in this application contributes to shifting the monotonous classroom mode to become more active with the concept of games in the classroom. In playing this application, students can use various features provided such as participants in this game can disguise their names. The purpose of this game in learning is for learners to answer questions as quickly as possible correctly so that participants in this game or learners who follow this game get as many points as possible.

Kahoot can be used online or remotely without face-to-face through zoom or google meet. By using kahoot in learning, students can learn while playing. The kahoot application is very popular among teachers and students, since the covid-19 pandemic in 2020 all teachers and students are required to do learning (Ladjar, 2021). Educators are required to be more creative in the learning process, educators are also required to be able to understand electronic learning media to support teaching.

From some of the descriptions above, it explains that there are several benefits and advantages in using the kahoot application. The following are the advantages of using the kahoot application, namely:

1. By using the kahoot application as a learning media in the process of teaching and learning activities it will feel easier because it can be done

remotely using smartphones and computers owned by each participant. In addition to learning while playing games, the kahoot application also offers a variety of other features such as conducting assessments and being able to review materials that exist. These activities can also be reviewed through online or distance learning (Widiastuti et al., 2023).

2. The teaching and learning process will be more interesting if you use the kahoot application as a learning medium. This is because in the kahoot application platform there are interesting features that are not in other applications. For example, making quizzes is included with video or audio. With the presence of video and audio, it can increase understanding of concepts by using visual and not boring ways.
3. The kahoot app is free to use with no registration fee. A teacher can create quizzes and conduct assessments without an initial registration fee. Even though there is no additional fee the features contained in the kahoot application can still be used by teachers and students. (Rita Karmila Sari, 2021).

Conclusions

Media is the jama 'word from the word "madium" which means introduction or intermediary. According to Amidjojo, learning media provides a limitation on media as a form of intermediary that can be used by humans to convey ideas, ideas, or opinions so that what has been stated reaches the recipient. Kahoot is an application platform that is used as a game-based learning media. Kahoot is an interesting learning application tool and can help to facilitate educators in teaching and learning activities. In kahoot can also help educators in making practice questions to conduct evaluations that can be done with electronic media such as smartphones and computers. In using the kahoot application there are advantages that we will get when using it, namely by using the kahoot application as a learning media in the process of teaching and learning activities it will feel easier because it can be done remotely using a smartphone or computer owned by each participant. In addition to learning while playing games, the kahoot application also offers a variety of other features such as conduct assessments and can review existing materials. These activities can also be reviewed through online or distance learning.

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