

# THE EFFECTIVENESS OF KAHOOT AS AN INTERACTIVE EVALUATION MEDIA IN TECHNOLOGY-BASED LEARNING

Widia<sup>\*1</sup>, Rifqoh Hibatullah<sup>2</sup>, Abu Yazid Raisal<sup>3</sup>

<sup>\*1, 2, 3</sup>Universitas Muhammadiyah Sumatera Utara, Indonesia

<sup>\*1, 2, 3</sup>email: [widyabaru87@gmail.com](mailto:widyabaru87@gmail.com), [rifqohhibatullah23@gmail.com](mailto:rifqohhibatullah23@gmail.com),  
[abuyazidraisal@umsuac.id](mailto:abuyazidraisal@umsuac.id)

**Abstract:** This study aims to determine the effectiveness of kahoot as an interactive evaluation media in technology-based learning. In an effort to achieve this goal, a library research method is used. Through the process of data collection and analysis, this research tries to reveal various impacts that may be related to the utilization of Kahoot in technology-based learning. The results of the analysis show that the use of Kahoot in technology-based learning has a significant impact. Through interactive and engaging interaction in a quiz game format, Kahoot is able to improve students' understanding of the subject matter and their ability to recall the information taught. In conclusion, the use of Kahoot in university students has a positive impact. By improving learning achievement, arousing learning motivation, facilitating mastery of material, and attracting students' interest in learning, Kahoot can be an effective tool to improve classroom learning.

**Keywords:** Kahoot, interactive media, technology based

## Introduction

Science and technology develop very rapidly over time, therefore its development is very influential in aspects of human life. One of them is the impact on the aspect of education. Nowadays, various information is very easy to get through the internet. Information that is widely circulated is very practical and easy to get that can be used as an interactive learning media in developing educational aspects. (Iis Ismatul Aliah, 2023)

Learning evaluation is one of the compulsory courses that every education student must take. The purpose of evaluation in learning and learning is to see and know the process that occurs in the learning process. The learning process has three important things, namely, input, transformation and output. The application chosen in this study is the "Kahoot!" application. "Kahoot!" application is an educational website that can be used in evaluation activities such as pre-test, post-test, practice questions, material reinforcement, remedial, enrichment and others. "Kahoot!" has four features, namely games, quizzes, discussions and surveys. In the game feature, you can determine the answer and the time given to answer the question. Uniquely, the answers will be represented by pictures and colors. Participants are required to be careful in clicking on the answer so that they do not click wrongly when choosing an answer. (M. Yakub Iskandar, 2024)

Kahoot! is an interactive quiz application designed like a game that engages students and their peers competitively. The advantages of Kahoot! in using it as a media are very interesting, because in addition to running on a computer, it can also be run using a smartphone. The use of smartphones is actually still a concern for most schools, because many students are only focused on online games and are less serious in learning. (Jarot Tri Bowo Santoso, 2022)

Learning model with gamification approach has advantages compared to conventional learning model. The use of gamification as one of the technological approaches in learning

makes a significant contribution in enriching students' learning experience. By utilizing game elements, the gamification approach can create an interactive, interesting, and motivating learning environment for students to be active in the learning process. (Muh. Rizal Mattawang, 2023)

The Kahoot! app is basically available as a free learning app, but to get more complex service features this app also has a paid account service. It is one of the gamification-based learning platforms. Kahoot! does not specialize in education, because basically it can be used for games, quizzes, guessing games that may not have any educational aspects. (Rahman Abdillah, 2022)

Interactive learning media has more value than ordinary printed learning materials. Interactive learning is able to activate students' interest in learning because of their interest in multimedia systems that can display text, images, audio, and animation. Learning media is said to be interactive if students not only see and hear but actually interact directly with the media during learning. (Izza Mafatih, 2021)

## **Literature Review**

### **Instructional Media**

Learning media are "physical means for conveying learning content/material such as books, films, videos, slides, and so on. Learning media can be understood as anything that can convey or channel messages from a source in a planned manner, resulting in a conducive learning environment where the recipient can carry out the learning process efficiently and effectively. The use of learning media is also a creative and systematic effort to create experiences that can help students' learning process, because media acts as a learning stimulant tool and can foster learning motivation so that students do not get bored easily when participating in the teaching and learning process.

### **Educational Games**

Educational games are learning media that really support the learning process in the classroom. Educational games are games that aim to arouse children's interest in learning while playing. So learning media using games is anything that is used as a vehicle, a link so that the message conveyed to students can be conveyed well.

### **Kahoot Learning Media**

Kahoot is an online learning media based on unpaid questions that is used in teaching and learning activities in order to evaluate the results of the student learning process, review lesson material and stimulate students' interest in conducting discussions both in groups and classically about the questions given by Kahoot. (Hartanti, 2019).

### **Method**

This research uses a qualitative approach with a library research approach that aims to investigate and analyze the effectiveness of kahoot as an interactive evaluation media in technology-based learning based on related research that has been done before. Through the process of data collection and analysis, this research tries to reveal the various impacts that may be associated with the utilization of Kahoot in technology-based learning. In the literature review, the author conducts a process of searching, selecting, and analyzing relevant literature, such as journal articles, books, and other documents, to obtain a deep understanding of the topic under study. The data sources used in this research are primary data sources through searching books, articles, and other reading sources. The data that has

been obtained will be analyzed qualitatively and described in descriptive form. In this study using several articles that have passed the selection process so that they meet the criteria of suitability and relevance to the research to be written, namely regarding the use of social media in education, the data collection process is carried out using google scholar to get articles that contain the problem in it.

## Result and Discussion

Evaluations that focus solely on grades and academic assessments can create excessive pressure and stress on students, which recognizes and promotes different forms of intelligence as well as the potential of each individual. Interactive media is a form of media that allows users or viewers to interact with its content. This is one aspect that distinguishes interactive media from traditional media, such as print or television. Interactive media includes various types, ranging from websites to applications, videos and computer games, which allow users to actively participate in the experience. (Eka Fitria Ningsih, 2023)

The kahoot application was created from the collaboration of Jamie Brooker, Morten Vervsvik, and Johan Brand in an idea with the Norwegian University of Science and Technology in 2013, which until now in Indonesia itself the kahoot application is still minimally used as a learning medium, but this kahoot application is a new learning media for educators to be applied in the teaching process activities because kahoot can increase and build students' interest in

learning and can make the learning atmosphere more fun and active, and become an important element for educators to increase creativity and innovation for teachers in this millennial era, where technology is developing very rapidly. (Siti Azizah, 2023)

Kahoot! media can be accessed for free, including the features in it although there are some features that can only be used if subscribed or paid. However, this does not reduce the function and usefulness in the learning process or even for evaluation. (Diyah Rachmawati Prasetian, 2024)

Kahoot! is a game-based learning platform, used as educational technology in school rooms and learning institutions. The kahoot company was launched in August 2013 in Norway. The learning game, "kahoot", is a quiz-like variety that facilitates user generation and can be accessed via a web browser. The teaching and learning (Pdpc) strategy through the use of the Kahoot application is that teachers and students need to register an account at <https://getkahoot.com>. Teachers need to design and provide Islamic Education learning games in the form of quizzes. Discussions and research studies that correspond to the learning objectives. (Annasaii Jamar, 2020)

The obstacles that occur when using the Kahoot application are usually internet connections, when the internet connection is unstable students will leave the game. Although. students can rejoin later, students cannot delete their names or previous data, so students count 2 times working. But if this happens, students usually communicate with the teacher to explain what happened, and the teacher understands. (Marwah Mariam Mohammad, 2021)

Kahoot used can also be used on their respective android phones. The use of Kahoot educational games in learning evaluations is carried out so that evaluations are more interesting and not monotonous so that students will be more enthusiastic and motivated to work on learning evaluations of rational and irrational inequalities of one variable. Kahoot educational games are also intended to learn while playing, so it is hoped that student learning outcomes can improve with the help of Kahoot games. (Ferry Cahyo Saputro, 2024)

Some of the advantages of Kahoot media for the learning process include questions that are presented in a limited time, which allows learners to think quickly and precisely. In addition, it allows educators to create quizzes, discussions, and questions by incorporating

elements such as text, video, and images. (Maya Febriani Chandra, 2023)

In this study, the development model used is the 4D model, with the following stages:

1. Defining stage (define)  
Helps in determining and explaining the needs and gathering information related to things that will be developed in the product to be made. This stage includes beginning- end analysis, learner analysis, task analysis, concept analysis, and specific instructional objectives.
2. Design stage  
Helps determine the design that will be applied. At this stage, media selection, format selection, and initial design can be done.
3. Development stage (develop)  
Aims to produce a product. In this stage, the product that has been made must go through several stages of improvement from experts or validators and be tested on consumers as users. The developer test stage is carried out if the product manufacturing process has been completed and is ready to be tested for validity by experts. The testing process is carried out in stages, starting from product validation tests by experts, trials on an individual scale, trials in small groups, and finally trials in large groups. If the product proves to be invalid or less valid when tested by experts, this test will be repeated to ensure the results are as expected.
4. Disseminate stage  
At this stage the product can be disseminated and recognized to the wider community beyond the scope of the development itself. Some factors that must be considered when conducting dissemination are user analysis, strategy and theme, timing of dissemination, and selection of dissemination media. (Jasmine Riani Johan, 2023)

With the age of globalization which provides sophistication and advances in developing technology, it can provide a very different atmosphere in a KBM process or teaching and learning activities in the classroom. In utilizing devices or cellphones can be a means of infrastructure in a mobile learning and in the content of the presentation of the material is presented in game formatting which is one of the discourses in presenting knowledge. Kahoot can be used as one of the media in learning that can provide knowledge in the form of quizzes. In the Kahoot application, students can answer some quiz questions directly through the device they are holding. Kahoot can provide another way of learning that is online in the appearance of several learning evaluation processes through a very fun quiz game. (Irwan Hidayat, 2023)

Kahoot is very easy for any reviewer to create. Kahoot is an online quiz created by the course lecturer himself. I just need to register and have a free account first before questions are asked. Kahoot makes classes interesting when students answer quizzes online and grades are continuously displayed on the screen at the front of the class. Kahoot is a learning method through interactive games that contain elements of competition. This encourages students and I to interact face to face in a fun learning game atmosphere. Changes in the educational landscape require educators to incorporate creative elements into teaching. Teachers are encouraged to carry out teaching sessions in the degree room by carrying out 628 learning activities that are interactive and involve students so that they can see firsthand the relevance of the learning they are taking part in. (Harlina binti Ishak)

In this digital era, technological literacy is an important skill that everyone must have. Technological literacy includes not only the basic ability to use technological devices, but also the ability to understand, manage and evaluate data obtained through technology. This is important to support lifelong learning, prepare students for future problems, and enable them to participate actively in an information-based society. Information and communication technology literacy is skills in using ICT in the ability to find, calculate, use, create and

communicate information which in its application requires technical skills and cognitive skills. In the world of education, technology can be used to increase students' technological knowledge. Interactive learning is an effective approach because it actively involves students in the learning process, encouraging students to think critically, solve problems and work together. The use of technology in learning not only increases students' motivation and engagement, but also significantly improves their academic results.

Interactive learning media such as Kahoot have been seen to be effective in increasing student engagement and making the learning process more fun and meaningful. This activity shows that Kahoot, an interactive learning tool, can significantly increase students' technological literacy. However, there are still some challenges to overcome, but the benefits are much greater if used correctly. Kahoot can be a highly effective tool for building technology skills and preparing students for a smarter, more competitive future. (Rukmana, 2024)

### Conclusion

Based on the results that have been analyzed, Kahoot application is very effective in increasing students' interest in learning. This is due to the features of Kahoot that support online learning. With discussion features to quizzes, educators are accommodated to conduct learning using digital learning media. In addition, the use of fonts and colors in the design of the application also attracts students, thus increasing student interest in the learning process. Kahoot can be said as one of the digital gamification-based learning media that can be reached online and is also free. Kahoot is a digital game-based learning application that is certainly interactive which can later be used as material in an evaluation of a learning process. Kahoot can be presented or displayed in the form of online games in the form of quizzes.

The learning concept of Digital Based Learning has an impact, namely, finding and increasing students' motivation to study difficult subjects so that they can be trained well because they are very boring and very complicated. That way, students will be more interested in training themselves. Furthermore, these grades are used for Mid-Semester grades, Final Semester Assessments and even for Final Class Exam grades and also as a way to assess students' attitudes while taking part in the learning, and he said that schools need to provide and support teachers to prepare facilities or facilities that support the learning process so that learning is more effective and efficient. From the results above, it can be concluded that the Digital Based Learning learning process is very suitable to be practiced in the classroom and outside the classroom and can be an option for teachers to be able to vary their learning media. Apart from that, learning activities using Kahoot media are supported by teacher readiness, facilities and competence.

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