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The Effect of Kahoot Toward Students' Interest in Learning English at SMP N 4 ANGGERAJA

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ABSTRACT

Interest in learning is very important for students. With interest, educators can create a more effective and enjoyable learning atmosphere that will ultimately improve student academic achievement. Kahoot is one of the alternative choices of several kinds of interactive learning media that make the learning atmosphere not monotonous. The purpose of this study was to determine whether there is an effect of using Kahoot Application on students' interest in learning, especially in English learning in class VIII SMP N 4 Anggeraja. This research is an ex post facto research with quantitative approach. There were 23 students who participated in this study. Variable X in this study is Kahoot App as the independent variable, while variable Y is interest in learning English as the dependent variable. Based on data analysis and discussion of research results, it can be concluded that the use of Kahoot application in the teaching and learning process is very supportive so that learning takes place cheerfully, actively, and effectively. However, the majority of students in UPT SMP N 4 Anggeraja's desire to use the Kahoot application is quite high, but the majority of students' interest in learning English is still in the medium category.

Keywords: Learning Interest, Kahoot Application, Ex post-facto Design

ABSTRAK

Minat belajar merupakan hal yang sangat penting bagi siswa. Dengan adanya minat, pendidik dapat menciptakan suasana belajar yang lebih efektif dan menyenangkan

yang pada akhirnya akan meningkatkan prestasi akademik siswa. Kahoot merupakan salah satu alternatif pilihan dari beberapa macam media pembelajaran interaktif yang membuat suasana belajar tidak monoton. Tujuan dari penelitian ini adalah untuk mengetahui apakah terdapat pengaruh penggunaan Aplikasi Kahoot terhadap minat belajar siswa khususnya pada pembelajaran Bahasa Inggris di kelas VIII SMP N 4 Anggeraja. Penelitian ini merupakan penelitian ex post facto dengan pendekatan kuantitatif. Terdapat 23 siswa yang berpartisipasi dalam penelitian ini. Variabel X dalam penelitian ini adalah Aplikasi Kahoot sebagai variabel bebas, sedangkan variabel Y adalah minat belajar bahasa Inggris sebagai variabel terikat. Berdasarkan analisis data dan pembahasan hasil penelitian, dapat disimpulkan bahwa penggunaan aplikasi Kahoot dalam proses belajar mengajar sangat mendukung sehingga pembelajaran berlangsung dengan ceria, aktif, dan efektif. Namun demikian, mayoritas keinginan siswa di UPT SMP N 4 Anggeraja untuk menggunakan aplikasi Kahoot cukup tinggi, namun minat siswa dalam belajar bahasa Inggris mayoritas masih dalam kategori sedang.

Kata Kunci: Minat belajar, Aplikasi Kahoot, Desain Expost-facto

Introduction

The presence of technology-based learning media greatly facilitates students and teachers in the learning process. Learning media is an important part of the teaching and learning process and is needed today to support students' interest in learning. By utilizing learning media, students will be more enthusiastic in participating in learning. Kahoot application is an alternative choice from several kinds of interactive learning media that makes the learning atmosphere not monotonous and also makes students not feel bored so that it raises students' interest in learning.

Interest is the feeling that an activity, lesson, or object is interesting and valuable to the individual. In line with this according to Jahja, Yudik (2015) Interest is an impulse that causes individual attention to certain objects such as work, lessons, objects, and people. Interest in learning in students can be known from several characteristics and characteristics such as diligently working on the assignments given. Basically, students who have an interest in learning will tend to be more enthusiastic in doing the assignments given when compared to students who lack interest in learning.

Kahoot is one of the free and fun game-based learning application media for learning materials that can be customized by users. Users can create quizzes according to what they want to give to their students so that the atmosphere in the classroom is not

boring and becomes active. Kahoot is an educational application that can be used by teachers and students to help the learning process including the type of visual learning, where this visual media attracts students' attention so that students concentrate on the learning delivered by the teacher so that students are eager to learn because the Kahoot application displays attractive colors and also a good visual display.

English is one of the subjects that must be mastered by students in the era of globalization like today. As is known, starting from Junior High School (SMP), English is one of the compulsory subjects. English learning in junior high school is targeted so that students can start learning and using English in everyday life. In the 2013 curriculum, English subjects in junior high school aim to enable students to have the following abilities: 1) develop communication competencies in oral and written form to achieve literacy levels, 2) have awareness of the importance of English to increase competitiveness, 3) develop students' understanding of the relationship between language and culture.

Teachers have an obligation to structure and create learning processes so that they can be accepted by students in this digital era in an interesting, innovative, creative, and fun way. In addition, teachers or educators are the spearhead in educating the nation's life, through various types of educational paths and levels. The role of a teacher is to organize teaching, development, and technical service provider activities in the educational field. Education providers are expected to produce quality human beings who will support the achievement of development goals.

The use of technology-based learning media is very helpful for teachers in the learning process. The kahoot application is an alternative to several learning media that can be used to interest students. The kahoot application is a game-based application designed in such a way with attractive colorful features that make learning more cheerful and not boring. Basically, students' interest needs to be built to be more enthusiastic in the learning process, especially at SMPN 4 ANGGERAJA. Not many of the students in the school lack interest in learning, especially English subjects, the learning process that still uses lecture techniques makes students feel bored so they pay less attention during the learning process.

Method

This research is an ex post-facto research with a quantitative approach. Ex post facto research is a research method conducted after an event or phenomenon occurs, with the aim of finding causes or factors that may affect changes in behavior or certain

symptoms. In this study, researchers do not manipulate or treat variables, but only observe and analyze existing data. Meanwhile ex post facto is a retrospective design, involving the study of events that have already occurred to understand the relationship between variables (Locke, Silverman, & Spirduso, 2015).

Results and Discussion

A. Results

1. Kahoot Application

Based on the data analysis, it shows that the majority of students use the Kahoot application with a high level of use. Only a small percentage of students were in the medium usage category, while no students were recorded in the low usage category. This indicates that the Kahoot app is widely utilized by students, with most of them showing significant usage scores. Thus, it can be concluded that the usage of Kahoot app among students is quite high, reflecting the enthusiasm and effectiveness of the app in supporting the learning process.

2. Learning Interest

Based on the results of the analysis, it shows that most students use the Kahoot app with high frequency, signaling its popularity and effectiveness in enhancing the learning experience. Only a few students fall into the medium usage category, while no students are classified as low-frequency users. This suggests that Kahoot is not only well received, but also instrumental in motivating students and facilitating their engagement in education. Overall, these findings reflect a strong enthusiasm for Kahoot among students, which reinforces the value of this app as a learning tool.

B. Discussion

The research was conducted at SMP N 4 Anggeraja, the author chose SMP N 4 Anggeraja because the school had never implemented the Kahoot application, therefore the author introduced the Kahoot application a few weeks before the researcher conducted research at that location. The author wants to see if there is an effect of Kahoot application on English learning and learning interest of SMP N 4 Anggeraja students. This study was conducted to determine the effect of Kahoot application on students' interest in learning English.

At the meeting, there were several obstacles experienced by researchers such as, not many students were less focused during the learning process because learning using cellphones so that it diverted the focus of students, therefore researchers had to always

help teachers in controlling students so that learning was conducive, as for the second obstacle, namely the inadequate network so that researchers outsmarted it by setting up a personal Hotspot.

The findings of the Kahoot application on students' interest in learning English based on simple linear regression test results. Meanwhile, based on the results of the hypothesis statistical test, it shows that the r count is higher than the r table, so the alternative hypothesis (Ha) is accepted and the null hypothesis (Ho) is rejected. These positive results are in line with research conducted by Artati (2021) which states that Kahoot has many benefits in language teaching so it is important to use Kahoot as an ice breaker to increase learning motivation. In line with research conducted by Al Kudri and Maisharo (2021), there is a positive influence of the use of Kahoot learning media based on game learning on student learning outcomes. In addition, research by Amalia et al. (2022) showed statistically the effect of using the Kahoot application in improving writing skills.

This study was conducted with the aim of finding out whether there is an influence between the Kahoot Application. The study involved analyzing the impact of KahootApplication on students' learning interest by categorizing the scores as low, medium, or high based on the calculation of range, mean, and standard deviation. The majority of students fell into the high categorization, indicating a positive relationship between the use of the Kahoot app and higher interest in learning.

The regression model showed a positive effect of Kahoot application on students' interest in learning English. Hypothesis testing using Pearson product-moment analysis showed a strong positive correlation ($r = 0.735$) between Kahoot application and students' interest in learning English. The interpretation of the correlation coefficient categorizes this relationship as a strong relationship, indicating a significant influence of the Kahoot

application in increasing students' interest in learning. This shows that students' interest in learning English should be increased again.

C. Conclusion

Based on data analysis and discussion of the research results, it can be concluded that the use of Kahoot application in the teaching and learning process is very supportive so that learning takes place cheerfully, actively, and effectively. However, the majority of students in UPT SMP N 4 Anggeraja's desire to use the Kahoot application is quite high, but the majority of students' interest in learning English is still in the medium category. This shows that students' interest in learning English must be improved more.

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