Kahoot as An Alternative Interactive Learning Media in Digital Era

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Abstract. Kahoot is an online game-based creative learning media used to teach in schools and other educational institutions. This learning media is attractive because it has many exciting features such as games, quizzes, discussions, and surveys. This study's objective was to investigate the use of Kahoot as a free online game-based learning media that provides classroom dynamics, students' interaction, and the learning process. This study's methodology was based on qualitative descriptive to obtain an overview of Kahoot as learning media in the classroom. This study's object includes 25 teachers of Wonotingal Elementary School Semarang, and the main conclusion is that Kahoot can have the alternative interactive learning media. However, they are also studied where Kahoot has no or little effect. The main challenges mentioned by teachers include technical problems and old age. We conducted observations, field notes, and interviews with the teachers to study the teacher's obstacles in implementing Kahoot as learning media in the classroom. Kahoot is used for particular learning and can also be combined with any learning method that suited the teacher's needs and student characteristics.

Keywords: *Kahoot, learning media, online game-based learning, student's interaction, elementary school subject.*

1 Introduction

Nowadays, information technology has become one of the important means of communication both in society and in education. The rapid development of information technology has changed the pattern of social and cultural behavior of people in all fields. The development of information technology also has a positive impact on society, it makes people more productive and work more efficient.

Technological developments usually follow the development of science that can realize quality education. Meanwhile, quality education is closely related to quality educators. There are four components that must be mastered by students, namely: core subject and 21st century themes, learning and innovative skills, information, media, technology skills, life and career skills. (Marzano & Heflebower, 2012) Based on this concept, the application of technology in learning must be adapted to conditions in the 21st century. The 21st century is a digital era, where all aspects of life are all digital. The digital era is a condition of life where all activities that support life are facilitated by the presence of technology. The digital era is marked by the development of information technology that takes place rapidly and is increasingly sophisticated.

The development of information technology also plays an important role in the education industry. This is indicated by the existence of a variety of digital learning media created to

facilitate learning activities in schools. Optimizing the use of information technology in education can be implemented in various educational and learning activities in schools. The use of information technology is an innovative and creative step in transforming the education and learning system which is currently still carried out traditionally. Learning activities that are still carried out traditionally require a place for face-to-face meetings in the classroom, teachers always accompany students during learning activities, learning resources come from books and school modules, student evaluations are usually carried out by means of written exams in class, where students answer questions on the answer sheet that has been prepared. Such learning activities can cause students to get bored. Therefore, reform and innovation efforts are needed in learning activities in schools. Updates and innovations in learning and student assessment can be obtained through the use of products or applications that utilize information technology. This effort is also a form of harmony between improving the quality of education and the development of information technology, so that teachers and students not only have intellectual qualities, but also have skills in using information technology. In addition, the use of digital learning applications can increase the variety of learning activities and eliminate student boredom in obtaining learning materials that are usually rigid and boring.

One of the digital learning applications that can support learning activities in schools is the online digital learning application Kahoot!. Kahoot! is a web-based digital learning media that provides services for education. This platform is designed to be very attractive because it resembles an online game which of course will attract the attention of students who still enjoy playing online games. This learning platform has two versions, some are free to use and some are paid but all versions are designed to make it easier for teachers and students in the learning process. For that reason then the formulation of the problem in this study is as follows; 1.) How do teachers use learning media Kahoot! to support the learning process? 2.) What the benefits of using Kahoot! for teachers and students.

The objectives of this study are to find out how teachers use learning media Kahoot! to support the learning process and what the benefits of using Kahoot! for teachers and students.

2 Methodology

This research employs a descriptive strategy in conjunction with a qualitative approach. Descriptive research aims to provide systematic, factual, and realistic insights in the form of explanations, photos, or pictures related to events or facts in the field, as well as the relationship of the phenomena being discussed. This research is also based on the results of a literature review from various sources related to the events or phenomena, problems, and ideas raised. Technique data collection consists of literature review, observation, interviews, documentation. Qualitative data analysis based on the sources and results of research that has been carried out as well as an assessment of the ideas and problems discussed.

This research was carried out at Wonotingal Elementary School Semarang with the object of research being all teachers at Wonotingal Elementary School Semarang, both subject teachers and supporting subject teachers. The research was carried out for 4 days in April 2021 for 4 days. The learning process is carried out online due to the COVID-19 pandemic.

3 Finding and Discussion

Education is a complex activity that involves various supporting components that are related to one another. To achieve educational goals, implementing a good education system must be supported by various appropriate learning systems and media. Learning media is a tool and a supporting component in the learning process. In the conventional education system, the learning media used in the learning process generally do not use information and communication technology optimally. Meanwhile, in a more modern education system, an education system based on information and communication technology is used, which is an education system that in learning processes and activities utilizes information and communication technology facilities. In the modern education system, learning activities become more interesting, not boring and interactive. The interaction between teachers and students during the learning process also does not have to meet each other physically in the classroom as happens in the conventional education system, but they can meet in virtual classrooms by utilizing various components of technology and information.

The development and progress of information and communication technology today can be used to improve the quality and education system. The use of information technology in education can be an innovative, creative and interactive supporting component as a renewal to improve the quality of education.

Online learning media can be interpreted as learning media that can be operated by users and equipped with controllers so that users can control and access what the user needs. By using online learning media, learning activities become interactive, so that they can improve memory and provide more learning experiences with text, audio, video and animation. Online learning media can be used to convey information and subject matter. With online learning media students can also download learning materials, post comments on conversation forums, use conversation rooms, and communicate face-to-face using video conferencing links. Dabbagh and Ritland (2005:15) state that online learning is an open and decentralized learning system that uses educational tools via the internet and network-based technology, and facilitates the formation of learning processes and knowledge through behavior and interactions. In addition, Dabbagh and Ritland also stated that online learning has three components, namely learning models, instructional and learning strategies, and online learning media. These three components form an interactive link and have a structured learning model as a social process that informs the design of online learning environments, specifically to create easy learning conditions through the use of learning technology.

Application of information technology to support learning activities in schools can be obtained through online educational applications as interactive media. Based on research conducted, teachers at SD Negeri Wonotingal use the Kahoot! to support the learning process in schools. The use of this learning media can stimulate the thoughts, feelings, interests and attention of students in receiving and processing learning information so that the learning process becomes more enjoyable. In addition, the use of this learning media in the learning process will be more effective because the use of these learning media allows overcoming obstacles in the communication process between teachers and students such as physiological, psychological, cultural, and environmental barriers.

Kahoot! is a game-based interactive online learning media that can be used to support the learning process. As a learning media, Kahoot! can be used to create learning material, evaluation. This learning media is very interesting because it is designed like an online game application, so that when students use this media it is not like learning but like playing online games.

Kahoot is a learning media in which there are educational features that are made like online games. Kahoot! is the first educational website launched by Johan Brand, Jamie

Brooker and Morten Versvik as part of a collaborative project with the Norwegian Institute of Technology in March 2013. Kahoot! was launched publicly in September 2013. (Official Website Kahoot!). Kahoot! is an educational game page that is free of charge and can be accessed by anyone, especially educators and students by using an internet connection.

Kahoot! provides two different pages for its users, namely a page for educators and a page for students. The page for educators can be accessed at https://kahoot.com, while the page for students can be accessed at https://kahoot.it/. Kahoot! can be accessed easily using a mobile phone or laptop/PC via the web or application. Kahoot! is one of the interesting innovations in educative technology and can be implemented in the learning process.

Game concept on Kahoot! is presented in the form of a quiz that can be inserted images, videos or sounds. How to answer it is also very interesting for students when doing on the tasks. For teachers of the game concept in the Kahoot! also provides a different experience when creating evaluations and providing learning materials during the learning process in the classroom. The flexibility of Kahoot! for teachers and students make it have more value than other learning media.

Based on interviews with teachers of SD Negeri Wonotingal, researchers obtained information about the benefits of the Kahoot! those are:

1. Kahoot! is quite simple but attractive and easy to operate by teachers and students.
2. Using Kahoot! students also practice using technology as a medium for learning, and practice motor skills for operating devices.
3. Kahoot! can stimulate students' interest in learning because of the features of interesting games and can increase the enthusiasm of students to answer or do quizzes in the form of games that have been given by the teacher to students. Students become excited and compete to be the winner in the game.
4. Using Kahoot! teachers can be used to monitor student interest in certain subjects. Teachers can see how students understand the learning material that has been given and see student progress towards learning objectives. Teachers can also identify their strengths and weaknesses in certain subjects.
5. The learning process using Kahoot! become more interesting. The delivery of learning materials and quizzes in the form of games can arouse students' interest in learning.
6. Kahoot! can spur the creativity of teachers in delivering material, enrichment and evaluation, in the form of writing, images, video and sound so that the learning process becomes more interesting and fun.

Besides being useful in the learning process, Kahoot! also has drawbacks, including:

1. Not all teachers are familiar with technology so that some of them have a little difficulty when they have to operate learning tools and applications such as Kahoot!.
2. Kahoot! can only be used when connected to the internet network so that when the internet network at school does not exist or is not smooth it will affect the learning process.
3. Teachers need time to master the use of learning media like Kahoot! so they can create interesting material, but not all teachers have time to learn and organize lessons with Kahoot!, so they continue to use conventional learning methods.

4 Conclusion

Kahoot! is a game-based online learning media that can be an option for teachers as a supporting medium in the learning process and evaluating student learning outcomes. The use of Kahoot! does not only provide new experiences, it can also increase students' enthusiasm for learning and students' thinking ability because it has interesting features so that when students are using Kahoot! feel not learning but like playing an online game. By using the Kahoot! teachers are helped by its features. Even though Kahoot! actually quite easy to operate, but for senior teachers who are elderly the use of Kahoot! is still minimal and quite inconvenient due to limited knowledge in using information technology-based devices and applications.

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