

The Effect of Kahoot as a Learning Media on Students' Vocabulary Mastery at SD Negeri 7 Kubutambahan

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Abstract

This research was conducted with the aim of determining the influence of the use of Kahoot as a game-based learning medium on vocabulary mastery in elementary school students. This study uses a quantitative approach with a pre-experimental one-group pretest-posttest design. The subject of this study used a sample of 34 students in class V at SD Negeri 7 Kubutambahan Bali. Vocabulary mastery data was collected through vocabulary tests given before and after the application of kahoot media in English learning. The data of this study was analyzed using descriptive statistics. Inferential analysis in the form of a paired sample t-test. The results of the study showed a significant increase in vocabulary mastery in students after using kahoot as a learning medium in class, with a significance value of $p < 0.05$. The findings of this study show that kahoot is an effective learning medium and can attract students' attention to improve students' vocabulary mastery in elementary school. Therefore, the use of game-based digital learning media such as kahoot is recommended to support the learning of English vocabulary, especially in elementary schools in semi-rural areas.

Keywords: *Elementary School, English Learning, Game-based Learning, Kahoot, Vocabulary Mastery.*

INTRODUCTION

English plays a crucial role as a global language in communication, education, and technological advancement. In the Indonesian educational context, English has been introduced as a compulsory subject at the elementary school level to equip students with fundamental language competencies, particularly vocabulary. Vocabulary mastery is considered a components that has an important role in language learning, as it underpins learners' ability to comprehend and express meaning effectively in English.

Despite its importance, vocabulary acquisition among elementary school students remains a challenge, especially in semi-rural educational settings. Vocabulary instruction is often delivered through traditional teaching methods that emphasize memorization and teacher-centered activities. Such approaches tend to limit student engagement and reduce learning motivation, resulting in students becoming easily disengaged during lessons.

To address these challenges, innovative learning media that promote active and enjoyable learning experiences are needed. With the rapid development of educational technology, digital-based learning tools have become increasingly integrated into classroom instruction. One example of this tool is Kahoot, a game-based learning platform that incorporates quizzes, competition, and real-time feedback. Kahoot has great potential in increasing student motivation, interest in learning, and focus. Therefore, this research aims to

investigate the effect of using Kahoot as a learning medium on the vocabulary mastery of fifth-grade students at SD Negeri 7 Kubutambahan.

LITERATURE REVIEW

Vocabulary Mastery

Vocabulary mastery is a person's ability to understand, recognize, and combine words appropriately in a variety of language contexts. Vocabulary has a very important role in the development of language skills such as writing, reading, speaking, and listening. Without adequate vocabulary mastery, students will experience difficulties in understanding English learning materials.

Media

Learning media is an important means used by teachers or educators to convey the message of learning to be more effective and interesting. The selection of the appropriate media use can increase students' attention, motivation, and understanding of the material taught.

Gamification in Learning

Gamification is the application of a technique that combines game features in a non-gaming context to increase student interest, motivation, focus, and student participation. In the world of education, gamification can create an engaging learning experience that makes students comfortable during learning and challenging for students, thus encouraging active student participation.

Kahoot in Learning

Kahoot is an example of a game-based digital learning platform that allows teachers to make quizzes more interactive. Kahoot provides many interesting features, including scores, rankings, and instant feedback features that can increase the motivation of students to learn, and Kahoot can help students in understanding the material being delivered better.

METHOD

This research employed a quantitative approach by designing a pretest-posttest, which is used as a measure of media effectiveness using one pre-experimental group (Assingkily, 2021). The sample of this study was 34 students in grade V of SD Negeri 7 Kubutambahan. The research instruments in this study were carried out vocabulary tests given before and after the application of Kahoot media. The data analysis was conducted using SPSS, using descriptive statistics to determine the mean and standard deviation, as well as *paired sample t-tests* to find out significant differences between pre-test and post-test scores.

FINDINGS AND DISCUSSION

Findings

This research was conducted with the aim of determining the influence of Kahoot as a learning medium on the mastery of English vocabulary of grade V students at SD Negeri 7 Kubutambahan. Data was obtained through the provision of vocabulary tests before and after the application of Kahoot in the learning. The descriptive analysis showed that the average score of students in the post-test was higher than the average score in the pre-test. This improvement indicates an improvement in students' vocabulary mastery skills after participating in learning using Kahoot.

Before hypothesis testing, the data is first tested for normality using the Shapiro-Wilk test. The result after testing showed that the pre-test and post-test data were distributed normally; the paired sample t-test is used to find out the difference in students' vocabulary scores before and after treatment. The final results of the statistical test showed a significance value of less than 0.05, which indicates a significant difference between the pre-test and post-test scores.

Based on the results carried out, the examiners concluded that the use of Kahoot as a learning medium has a significant influence on improving students' English vocabulary mastery. Thus, the data shows that the alternative hypothesis is accepted, while the null hypothesis is rejected.

Discussion

The final results of the study show that the application of Kahoot as a learning medium is able to significantly increase students' vocabulary mastery. This improvement can be explained through the characteristics of Kahoot!, which is one of the game-based learning mediums that combines visual elements, direct interaction, and healthy competition. This condition creates a more interesting learning atmosphere and helps students to be actively involved in the learning process.

The use of Kahoot allows students to obtain direct feedback on the answers they provide. This feedback helps students understand mistakes and strengthens their understanding of the vocabulary learned. In addition, the presentation of questions in the form of interactive quizzes with pictures and varied answer choices helping students remember vocabulary is better than using conventional learning.

The final results of this study also show that increased vocabulary mastery occurs not only in students who have a high initial ability but also in students who have a low initial ability. This indicates that Kahoot can be used as a medium for students of various skill levels. Learning that is fun and not stressful makes students more courageous to try to answer questions without fear of making mistakes.

The findings of this study are in line with gamification-based learning theory, which states that the application of game elements in the context of learning can increase student motivation and engagement. Increased motivation has a positive impact on students' attention and effort in understanding the material, which ultimately contributes to improved learning outcomes, especially in mastery of English vocabulary.

Thus, Kahoot can be seen as an effective learning medium to support English learning in primary schools, especially in improving vocabulary mastery through an interactive and student-centered approach.

CONCLUSION

Based on the results of research that has been carried out from the initial stage to the end, it can be concluded that the use of Kahoot! as a game-based learning medium has a significant effect on students' vocabulary mastery of grade V students at SD Negeri 7 Kubutambahan. Kahoot has been shown to be effective in improving student motivation, participation, and learning outcomes. Therefore, Kahoot is recommended as an alternative English learning medium in elementary schools.

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