

CHAPTER V

CLOSURE

A. Conclusion

Based on the analysis of the research result in chapter IV, it can be concluded:

1. Game Elements in Kahoot!

There are game elements is always used in education environment that has found in Kahoot! such as, points, level/stages, badge, leaderboard, prize and reward, progress bar, storyline/narrative and feedback. These game elements are very important on gamification education and cannot be ignored because the main goal is to increase students' engagement, motivation, and understanding. Kahoot is the best gamification tool because Kahoot! has many game elements and many features to increase participants' engagement.

2. Using Kahoot in English Language Teaching.

Kahoot can be used in any principles from English Language Teaching based on Jeremy Harmer such as teaching listening, teaching reading, teaching speaking, and teaching writing. Kahoot mostly can be used in pre-teaching for introducing topic or brainstorming with a feature Slide or word cloud, while-teaching for testing and assessment with Quiz such as multiple

choice, true or false, puzzle and open ended question and Kahoot also can be used post teaching for giving feedback or giving summary with Poll or Slide. But in while teaching writing the teacher cannot use Kahoot to correct or submit the task.

B. Suggestions

1. For the English Language Teachers, it is recommended to apply Kahoot as Gamification tool in teaching and activities. Kahoot has many features to engage students in classroom and can make teaching and learning more enjoyable.
2. For the students it is recommended to use their smartphone or laptop to play Kahoot! rather than being used to reply or scroll any social media in teaching and learning activities.
3. For the text researcher it is suggestible to continue this research in finding the effectiveness of using Kahoot in any skills from teaching English.