

**KAHOOT APPLICATION IN TEACHING
AND LEARNING ENGLISH IN JUNIOR HIGH SCHOOL**

**By
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**ANTASARI STATE ISLAMIC UNIVERSITY
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**KAHOOT APPLICATION IN TEACHING
AND LEARNING ENGLISH IN JUNIOR HIGH SCHOOL**

AN UNDERGRADUATE THESIS

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Faculty of Tarbiyah and Teacher Training
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by

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STATEMENT OF AUTHENTICITY

I, the undersigned, Rizki Rima sari Student Reg. 1501240523, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

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ABSTRACT

Sari, Rizki Rima. 2020. Kahoot Application in Teaching and Learning English in Junior High School. Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Puji Sri Rahayu MA, (II) Fajrianor, S.Pd., M.Pd.

Keywords: Technology, Kahoot application, Teaching and learning English

Kahoot application is an example of technology which adapting the principle of game into teaching and learning which is called game-based learning. This study was aimed to investigate teacher's perception and students' response towards Kahoot application in teaching and learning English in Junior High School. This study used a descriptive qualitative method. The participants of this study were one English teacher and all of the students of ninth grade at SMP Negeri 4 Sungai Tabuk. The technique of data collection of this study were interview, observation and questionnaire. The interview was done in four times, one time with English teacher and three times with the students. The observations were done six times and the questionnaire was distributed to ninety five students of ninth grade.

The results showed that overall the teacher has positive perception towards Kahoot application in teaching and learning English. She used Kahoot application whenever possible whether to evaluate students or to begin the lesson as brainstorming. The teacher thought that Kahoot application makes the students more happier and enjoy during the lesson. While using Kahoot Application, the teacher realized it cannot be used in all of the meetings and it is used for a selected topic. There are three main problems found while using Kahoot application; they were internet connection, the limitation of mobile phone and the limitation of LCD. For the students' responses towards Kahoot application in teaching and learning English, most of the students in ninth grade have positive response towards Kahoot application. Most of them stated that they like and are happy to use Kahoot application. They also think Kahoot application helps them in the learning process. Many of the students feel easy to answer the question through Kahoot application and for the problem, they said it depends on an internet connection, the limitation of mobile phone and the supported devices like LCD and speaker.

ABSTRAK

Sari, Rizki Rima. 2020. *Kahoot Application in Teaching and Learning English*. Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Puji Sri Rahayu, MA, (II) Fajrianor, S.Pd., M.Pd.

Kata kunci: Teknologi, Aplikasi Kahoot, Pembelajaran Bahasa Inggris.

Aplikasi Kahoot adalah salah satu contoh dari teknologi yang mengadaptasi prinsip permainan kedalam pembelajaran yang disebut sebagai *game-based learning*. Penelitian ini bertujuan untuk menginvestigasi persepsi guru dan tanggapan siswa terhadap aplikasi Kahoot pada pembelajaran bahasa Inggris di sekolah menengah pertama. Penelitian ini menggunakan penelitian kualitatif deskriptif. Penelitian ini melibatkan satu orang guru bahasa Inggris dan seluruh siswa kelas sembilan di SMP Negeri 4 Sungai Tabuk. Teknik yang digunakan untuk mengumpulkan data adalah wawancara, observasi, dan angket. Wawancara dilakukan empat kali, diantaranya satu kali dengan guru bahasa Inggris dan tiga kali dengan siswa. Observasi dilakukan sebanyak enam kali dan angket dibagikan kepada sembilan puluh lima orang siswa dari kelas sembilan.

Hasil penelitian ini menunjukkan bahwa guru memiliki persepsi yang baik terhadap aplikasi Kahoot pada pembelajaran bahasa Inggris. Guru menggunakan aplikasi Kahoot sebisa mungkin baik dalam mengevaluasi siswa ataupun sebagai *brainstorming* ketika membuka pelajaran. Guru menganggap siswa menjadi lebih senang dan santai selama pembelajaran dengan menggunakan aplikasi Kahoot. Selama menggunakan aplikasi Kahoot, guru menyadari bahwa aplikasi ini tidak bisa selalu digunakan pada semua pertemuan dan aplikasi ini hanya bisa digunakan untuk topik tertentu. Selama menggunakan aplikasi ini ada tiga masalah yang ditemukan, diantaranya adalah koneksi internet, keterbatasan telepon dan keterbatasan LCD. Untuk tanggapan siswa terhadap aplikasi Kahoot, kebanyakan dari mereka memiliki tanggapan yang baik terhadap aplikasi ini. Kebanyakan dari mereka menyatakan suka dan senang ketika menggunakan aplikasi Kahoot. Mereka juga merasa aplikasi Kahoot membantu mereka dalam pembelajaran. Siswa juga merasa mudah dalam menjawab pertanyaan yang ada dalam aplikasi ini. Untuk masalahnya, mereka mengatakan kalau aplikasi Kahoot ini sangat bergantung pada koneksi atau jaringan internet, terbatasnya telepon siswa dan alat pendukung seperti *speaker* dan *proyektor*.

MOTTO

“No matter what people say about you, just be yourself”

“Do not depend yourself on the others, just depend to your God and if you can do it by yourself then do your best”

DEDICATION

I dedicate this thesis for:

1. My beloved parents, H. Muhammad, S.Pd and Hj. Erma Sufiati, S.Pd who always give me endless love, supports in mentally, spiritually, and materially during the time of study and the process of making this thesis.
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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Jumadil Awal, 1441 A.H
January, 2020 A.D

Writer

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