Implementation of Kahoot as a Creative Learning Media

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Abstract. The development of information and communication technology in this era is very rapid. Technology integration is a needed to facilitate the teaching and learning process in the classroom. This research aims to explore Kahoot's online platform as a medium of creative learning about the local culture for learners. The aim is so that students can get knowledge about local culture through Kahoot media. The application of Kahoot as a learning media will be designed as creatively as possible by using existing features to acquire useful knowledge. Its application is expected to improve the learning ability of learners in today's world.

1. Introduction
The use of technology in academia is significantly increasing nowadays. The use of technology is needed to support the learning process in schools. The evolution of the teaching and learning process previously book-based began to be updated by using technology as a substitute. Internet access is needed to improve learning using digital devices [1].

Culture is the knowledge of thoughts and ideas that develop in society—culture due to community and natural interactions that occurred in the past. Culture is also related to history. Referring to culture and history, learning about culture and history is limited to a time and space. Learning about local history and culture aims to create knowledge [2].

Kahoot is a game-based digital platform that is now widely used in education. Its use allows teachers to integrate the learning process through games such as quizzes. Teachers can engage in discussion-based materials for students in the learning process through Kahoot [3].

The integration of Kahoot in the school curriculum is very influential in the teaching and learning process today. This research allows Kahoot to be applied as a learning medium about culture through quizzes and discussions. The application is made as creative as possible to motivate students in learning.

2. Literature Review
Kahoot is a system developed for students as a student response system through quizzes, discussions, and surveys [4]. As part of technology evolution, Kahoot is designed to be learned and used efficiently in the educational process. Educators use Kahoot as a learning medium through quizzes, discussions, and surveys [5]. Kahoot is also designed to be learned and accessible to all ages [6].

Technically, the use of technology in learning can make learning diverse and exciting. Technology can lead to student participation in education [7]. On the other hand, game-based knowledge is considered to be the best educational practice. Previous research has been able to make students more critical in thinking and problem solving [8].
Now, students enter for required to think and reason according to the reflection of their daily experience. Previous research has used local cultural concepts as inspiration in developing mathematical concepts. Learning about culture provides students opportunities to maintain their nobility and respect the local culture [9].

The use of game-based advertising models is significant for students in accessing technology that is developing [10]. Related research shows that the multimedia-based learning process can make students active in obtaining knowledge [1].

3. Methodology
This research focuses on the application of Kahoot as a medium of creative learning about the culture. The flow of this research is shown in Figure 1.

The first stage is the Literature Study and Field Studies. At this stage, researchers are looking for sources from previous research on Kahoot research that has been done as reference material. In Field Studies, researchers made observations to schools for research.

The second stage is the Implementation Kahoot for Students. At this stage, researchers practiced the use of Kahoot in elementary school students. The practice is done online after the teacher is finished to provide learning materials. The course was carried out with 20 students as participants.

The third stage is the evaluation. Evaluation is carried out after students have finished practicing the use of Kahoot. Students will be given a questionnaire to measure Kahoot's performance as a creative learning medium.

The last stage is the publication report. At this stage, the researchers wrote a description of the study results on Kahoot to students as well as the evaluation results of the questionnaire that had been disseminated.
Contributions from this research are:
1. This research utilizes Kahoot as a creative learning medium for students.
2. The display design and questions on Kahoot are made as creative as possible to increase students' learning motivation.
3. Kahoot makes it easier for students to learn about the culture.

4. Result and Discussion
Researchers applied the use of Kahoot as a learning medium about culture in grade 5 elementary school students. The number of students participating in this study was 20 students. The display of Kahoot usage steps is shown in Figure 2.

![Kahoot Home Screen Display](image)

**Figure 2.** Kahoot Home Screen Display

Figure 2 is the initial view when students access the Kahoot application. Main Screen (a) is the initial view when the Kahoot application is opened. Enter Pin Screen (b) is one of the menus available on the Kahoot app for accessing a game.

Kahoot's application in this study was a simple quiz game for students. The students had previously been given pins to access games that had been created on the Kahoot app. There are several questions about local cultures, such as traditional food, traditional dance, and historic buildings.

Questions are summarized as creatively as possible in order to motivate students to access the Kahoot application as a learning medium about local culture. Some of the questions presented in the study using the Kahoot application is shown in Figure 3.
Figure 3 shows some questions that have been made on the Kahoot application. The questions made contained materials about the local culture. After implementing Kahoot as a creative learning medium about local culture, researchers evaluated the participating students.

As an evaluation material, researchers distributed questionnaires to 20 participants who participated in this study. The questionnaire contains five questions that are easy for students to understand. The results of the questionnaire distributed to students can be found in Table 1.

Based on the questionnaire results (Table 1), it can be concluded that Most students can quickly adapt and understand the use of the Kahoot application. Students’ quiz questions are also relatively easy for participants to know because they are related to student activities. Activities in question such as: have participated in cultural exhibitions, dance exercises, and others. The application of Kahoot as a learning medium is considered acceptable in its use. The application can motivate students to learn about culture through online media that can encourage students in learning.
Table 1. Kahoot questionnaire result.

| No. | Statement                                                        | Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|-----|-----------------------------------------------------------------|------------------|----------|---------|-------|----------------|
| 1.  | The Kahoot display is easy to understand.                      | -                | -        | 3       | 8     | 9              |
| 2.  | The time allotted to answer questions on Kahoot is not too fast or slow. | -                | 2        | 5       | 8     | 5              |
| 3.  | Kahoot increase my motivation to study.                        | -                | -        | -       | 7     | 13             |
| 4.  | Kahoot made me want to compete with other students in the class. | -                | -        | -       | 8     | 12             |
| 5.  | I am happy using the Kahoot for tests/quizzes.                 | -                | -        | -       | 6     | 14             |

5. Conclusion

This research aims to implement the use of Kahoot in learning media about local culture. The use of Kahoot as a learning medium is considered very useful and enjoyable for students. Kahoot quiz platform can increase students' spirit and motivation in learning. Creativity and innovation are needed to create a fun learning atmosphere for students. Various opportunities can be applied in future research, such as: implementing Kahoot as a learning medium in other study fields.

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