

EFEKTIVITAS KAHOOT DALAM PENGUASAAN KOSAKATA BAHASA INGGRIS DI SEMESTER DUA DI UNIVERSITAS BHINNEKA PGRI

THE EFFECTIVENESS OF KAHOOT IN ENGLISH VOCABULARY MASTERY IN SECOND SEMESTER AT BHINNEKA PGRI UNIVERSITY

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Abstrak

Tujuan utama dari penelitian ini adalah untuk mengetahui efektivitas Kahoot dalam penguasaan kosakata bahasa Inggris pada semester kedua di Universitas Bhinneka PGRI pada tahun ajaran 2022/2023. Penelitian ini merupakan penelitian kuantitatif dengan menggunakan metode penelitian pra-eksperimen. Dalam penelitian ini, peneliti mengumpulkan data dengan melakukan pre-test, treatment, dan post-test. Pada sesi pertama, para siswa mengikuti pre-test untuk mengetahui penguasaan kosakata mereka sebelum menggunakan aplikasi Kahoot. Kemudian, peneliti melakukan treatment dan kemudian peneliti memberikan post-test setelah menggunakan aplikasi Kahoot. Hasilnya adalah peningkatan nilai siswa setelah menggunakan aplikasi Kahoot sebagai perlakuan. Nilai rata-rata post-test lebih tinggi dari nilai pre-test yaitu $69,33 > 92,33$ dan signifikansi $0,002 < 0,05$. Dari nilai di atas, dapat dilihat bahwa aplikasi Kahoot secara signifikan efektif untuk penguasaan kosakata siswa.

Kata Kunci:

Efektivitas
Kahoot
Penguasaan Kosakata

Keywords:

Effectiveness
Kahoot
Vocabulary Mastery

Abstract

The main purpose of this research is to find out the effectiveness of Kahoot in English vocabulary mastery in the second semester at Universitas Bhinneka PGRI in academic year 2022/2023. This study is a quantitative study using pre-experimental research methods. In the research, researchers collect data by conducting pre-test, treatment and post-test. In the first session, the students took a pre-test to know their vocabulary mastery before applying Kahoot application. Then, the researchers arranged treatment and then the researcher gave post-test after using Kahoot application. The outcome is increase students score after applying Kahoot application as treatment. The mean score of the post-test is higher than score of the pre-test is $69,33 > 92,33$ and the significance is $0.002 < 0.05$. from the score above, it can be seen that Kahoot application is significantly effective for students' vocabulary mastery.

INTRODUCTION

English language is one of the most popular international languages which has been used by many people and used in a wide variety of fields, including education, economics, politics and many more. Therefore, English languages as a communication tools used all over countries in different parts of the world. In learning English, there are four aspects in learning English skills language they are reading, writing, speaking and listening, and student can learning those English skills. However, the first step to mastering

English, students must focus to mastering the language parts they are, spelling, pronunciation, structure and vocabulary. Those all parts, can encourage and make easier students ability in master English.

The use of vocabulary is an essential subject to improve student English language skills, there are so many methods to encourage and improve students vocabulary, for example using interactive learning application. The interactive learning media that can be used to learning vocabulary is Kahoot. Kahoot is a free game-based learning media that can be used for any subject, especially learning English vocabulary.

Kahoot is a game-based learning platform used as an educational technology in school. This educational game "Kahoots" is a user multiple-choice quiz that can be accessed from a web browser or mobile phone. (Wang & Tahir, 2020), the main purpose of this research is to find out the effectiveness of Kahoot in English vocabulary mastery. In related with the statement of the research problem, which is this study is focused to find out the effectiveness of Kahoot in English vocabulary mastery.

Setiyadi (2006) states that the use of vocabulary is an essential subject to improve student English language skills. Vocabulary is the collection of words were used in a specific of language. In the other word, vocabulary relates to every words must clearly understandable use in communication. And vocabulary has effectively encourage the students English skills. There are so many methods to encourage and improve students vocabulary, for example using interactive learning application. Arshi and Mahapatra (2016) said that the use of interactive media in learning has given good results.

In this study, a researcher focused on the students in the second semester at Bhinneka PGRI University because of some problems that second semester students can face in learning vocabulary. Some students are finding it hard in memorizing and understanding English vocabulary—furthermore, students who lack an understanding of English vocabulary, especially English academic words. Subsequently, the interactive learning media using kahoot application is an effective method for students. Then the scope of this research focus on vocabulary mastery. This study has only conducted on the second semester students of Bhinneka PGRI University in the academic year of 2022/2023. The limitations of this research is Kahoot Application is the interactive learning media to help students in encouranging and improving their English vocabulary mastery.

METHODOLOGY

This study was participated by 15 students from second semester of English Department at Universitas Bhinneka PGRI, it is calculated using SPSS 26. The data was analyzed from quantitative approach. In this research, the instrument is used to collect the data. This research used the pre test, treatment and post test as instrument to measure the Kahoot application and vocabulary mastery. The pre test and post test is made by the researcher. There were 20 question each of pre test and post test. Before conducting data analysis, the pre test and post test must be fulfills the validity and reliability tests.

FINDING AND DISCUSSION

The result and discussion are explained in this section. It consists of 'The Effectiveness of Kahoot in English Vocabulary Mastery In Second Semester At Bhinneka PGRI University In The Academic Year 2022/2023', which includes the descriptive statistic and the hypothesis's result.

Table 1. Score of Pre-Test and Post-Test

No	Name	Pre-Test	Post-Test
1	IM	85	85
2	RVV	80	90
3	AAPP	85	90
4	ABS	90	95
5	RVW	60	90
6	BMH	80	100
7	TDS	60	95
8	DAM	40	95
9	SMD	90	90
10	FMK	85	85
11	BTW	80	90
12	NNA	50	90
13	KYPO	55	95
14	MFCA	65	100
15	TM	35	90
Total Score		1040	1385
Mean		69,33	92,33

From the table above, it can be seen that the total score of pre-test is 1040, the mean is 69,33 and post-test is 1385, the mean is 92,33. In the other

word, It can be said from the total and mean scores of the post test is higher than the pre-test. In conclusion, the use of Kahoot application in English vocabulary has a significant effect on students vocabulary mastery in the second semester students Department of English Education at Bhinneka PGRI University.

Table 2. Normality Test

Kelas		Kolmogorov-Smirnov ^a Shapiro-Wilk					
		Statistic	Df	Sig.	Statistic	Df	Sig.
Hasil Belajar Siswa	"Pre-Test"	,252	15	,011	,891	15	,070
	"Post-Test"	,228	15	,034	,896	15	,082

a. Lilliefors Significance Correction

The shapiro-wilk normality test is used to determine the distribution of data. The data is declared normal if the number of significance was more than 0.05 (Sig>0.05). the table shows the significancy is 0.070 and 0.082, which is more than 0.05 (Sig>0.05). So, from the data above, it can be concluded that the data is normal.

3. Hypothesis Testing

The basis for making the paired sample test decision is as follow:

- If the value of Asym. Sig<0.05, then the hypothesis is accepted
- If the Asym. Sig value>0.05, then the hypothesis is rejected.

Table 3. Paired Sample Test

		Paired Differences		95% Confidence Interval of the Difference			Sig. (2-tailed)	
		Mean	Std. Deviation	Std. Error	Lower	Upper		
Pair 1	Pre-Test - Post-Test	-23,000	20,248	5,228	-34,213	-11,787	4,399	14,001

Based on the results of the "Paired Sample Test" Asymp.Sig (2-tailed) is worth 0.001. Because the value of 0.001 is smaller than <0.05, it can concluded that "the hypothesis is accepted" meaning that there is a difference between the pre-test and post-test result. According to the "Paired Sample Test" results, the value of Asymp.Sig (2-tailed) is 0.001. The conclusion that "the hypothesis is accepted" means that there is a difference between the pre-test and post-test results may be drawn because the value of 0.002 is less than 0.05.

CONCLUSION

From all the results of the data analysis, it can be concluded that using Kahoot application is effective in vocabulary mastery in second semester. Moreover, using the Kahoot application will be more increase interest and motivate students in learning English vocabulary.

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