

CHAPTER I

INTRODUCTION

1.1 Background

Vocabulary is one aspect of language that must be considered and mastered in order to support fluency in communicating using Japanese both orally and in writing (Sudjianto and Naikadi, 2004; 97). As for the foreign language that is often used is English, to know vocabulary in English we need to know what vocabulary things we want to know in terms of a noun or daily term used. Vocabulary is the core and important component of a language, so someone having little mastery of vocabulary will result in difficulties in communicating in that language .

Vocabulary is a significant asset every student must have because vocabulary is essential in the learning process, especially when learning English. It takes a lot of vocabulary to support the learning process's success. In addition to the daily language, learning English is also very easy by using a tool, for example such as a cellphone or laptop. We know that in an application many words appear and are repeated so that without realizing it, we can know the words used without memorizing or learning something. deep language. for example like Kahoot! is a game-based learning platform, used as educational technology in schools and other educational institutions.

This platform's learning games, "Kahoots", are user-generated multiple-choice quizzes accessible via a web browser or the Kahoot app. We also realize that the more sophisticated the technology, the more ways students can learn a vocabulary and the more media they use, so students will not feel bored in learning something, one way is by using media that almost all students have, such as smartphones. The student of a second language puts not just two languages but also two cultures into contact, and in a sense must also learn a second culture along with, so the second side includes extrinsic factors—social and cultural elements that develop second language. (Sarwat, 2018).

Media likes game are very interesting and popular in teaching and learning. Kuo (2008) stated that games and game like activities have always been a popular tool in an English class in order to interest and wake up interested students. So, it is

like we build the interesting environment in our class where the student felt free to explore their knowledge while learning. In addition, making students enjoy the instruction is very important, because they will learn better when they feel happy and fun (Scott & Ytreberg, 2000). In the way of the explanation above, it is important to provide students with the activity which involves playing. One of the ways to deal with is by using Kahoot as the medium platform in learning English. Based on the illustration above, it is undeniably that vocabulary mastery is necessary for everybody from Elementary up to university in a variety of purposes and needed. Based on the researcher's finding, the third semester students had been good enough in mastering English vocabulary. Siregar (2016; 2017) explained that vocabulary has a significant role in teaching learning language process. Learning vocabulary is an important aspect of language development. The vocabulary subject lecturer said that the students had gotten the good enough score in mastering vocabulary, but she does not have many varieties of media to be applied in the classroom, she usually uses realia includes using object to introduce students about the new vocabulary and sometimes ask the students to open their dictionary or directly asking students to surf on the internet looking for the new vocabulary photo or picture or getting the definition.

According to Al-Hadithy (2018) Kahoot is an online learning game that can grow students intrinsic motivation. Then he revealed that there was a marked increase in active learning, student involvement, self-efficacy, independent learning and an increase in the results of summative assessment after integrating Kahoot. Medina (2017) states Kahoot as a tool for vocabulary teaching and learning in English classes. Then in the study also provides further evidence that the use of Kahoot in the learning process can increase student learning motivation and increase student vocabulary.

Budiati (2017) pointed out that the study of Kahoot, designed as a combination of the use of ICT in education and games, is very applicable in English classes to improve student learning. The results of the research shows that after using Kahoot in the learning process, students are very interested in joining the class, they are more eager to come to class, they are more attentive in the world

of English and they are interested in learning more about what they have learned and can convey to others what they have learned using Kahoot in the classroom.

The use of Kahoot learning media is very much needed to innovate with the ability to create enthusiastic students in the learning process to realize things related to technology and multimedia. For example, Kahoot media makes learning media related to technology in the presentation of learning evaluations that can be in the form of games and can be complete to monitor student learning. Kahoot is useful as a digital-based learning media with a quiz game nuance. Kahoot can be used as a tool to help deliver material to make it more interactive for students and teachers. This media can be used in learning with practice questions, enrichment, pretests and posttests (Sakdah et al., 2021).

Learning media can be used according to student needs, in teaching, materials, methods, media, and evaluation of learning outcomes are some of the most important aspects of the learning process (Rosmana et al., 2023). The use of learning media is something that supports its important role in the ongoing learning. In teaching and learning activities, teachers should utilize learning media to be a link in delivering learning materials to students. The existence of learning media in its use of interactive relationships to convey data information regarding students' learning understanding so that the learning process is limited (Hendiyani et al., 2023).

Kahoot media is an application platform designed for playing. The advantages of Kahoot media are seen in the presentation of questions with the use of applications or the web in using them according to the time limit in working on them. The existence of time in working on questions will help students to train their minds quickly and be able to complete them according to the time specified in the use of Kahoot media. In learning media, its application as a stimulus for interactive student activity is used as a learning media with this as an effort to carry out learning implementation that has meaning and quality (Udin et al., 2023). Learning media provides clear and understandable conformity to students so that they can produce a good process. Increase students' understanding of both the relationship between material and learning media that are made creatively and innovatively.

The reason researchers chose this school is because SMPN 2 Malili is one of the leading schools in the East Luwu area, namely Malili, this school is one of the leading schools that lacks in using modern methods such as the use of media or tools for learning, usually this school only provides tools such as books in the learning process so in my opinion the use of this kahoot application can increase students' interest in learning English. as we know that the kahoot application is not only like the usual monotonous lessons, because in the kahoot application students can also play games and even quizzes, even in the kahoot application it provides innovations in teaching and learning styles with the development of information and communication technology that has penetrated the world of education. kahoot can be one solution to improve student learning outcomes, made with features such as games and attractive designs, can increase students' interest in learning so that learning is not boring. During the learning process students are more active and attract students' interest in learning. School support is needed to help overcome the limitations of technology and teacher skills in developing good digital learning media, one of which can be developed kahoot learning media to create interesting learning evaluations with quiz games on the material presented by the teacher.

1.2 Problem Statement

Related to the description above, the research formulates the problem as follows: How the effective is kahoot in improving student vocabulary?

1.3 Objective of The Research

Related to the problem statement above, the major objective of this research is to find out whether the kahoot application is effectively used to learn vocabulary for students.

1.4 Significance of The Research

1. The researcher hopes that this research can obtain information about the use of the kahoot method so that it is more effective in increasing students' vocabulary.
2. This research is expected to be a future reference and guideline for researchers who wish to redevelop the use of kahoot in acquiring vocabulary.

1.5 Scope of The Research

The research is focused on high school students. In the learning game in Kahoot, the goal is to grow students' attention and motivation to learn about understanding the teaching materials presented by the teacher. Like learning media in this era, its use is only for teachers to convey learning, in the implementation of interactive learning activities it is still not possible to implement it (Rejeki et al., 2020).

1. This study focuses on the kahoot method.
2. This study uses mobile phones and laptops to support students' interest in learning vocabulary Mastery.

1.6 Operational Definition

1. Vocabulary Mastery is one of the important things. learning other vocabulary, can also help us know new things and we can also speak, listen and write. but before that we have to learn vocabulary.
2. Kahoot is an application designed to learn vocabulary using various methods, such as games, quizzes, and even multiple choice which has been designed to see student progress in learning.

CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter presents some permanent ideas, previous studies, and conceptual framework that has been presented by several experts:

2.1 Theoretical Review

1. Vocabulary

a. Scope of the Research Vocabulary.

Vocabulary (English: vocabulary) is a group of words that are familiar in one's language. Vocabulary, usually developed with age, serves as a useful and fundamental tool for communication and acquiring knowledge. Acquiring an extensive vocabulary is one of the biggest challenges in learning language

Kahoot media is a platform application planned for playing. The advantages of Kahoot media are seen in the questions in their presentation with the use of applications or the web in their use according to the limited time in their work. The existence of time in working on questions will help students to train their minds quickly and be able to complete them according to the time specified in the use of Kahoot media. In the application of learning media as a stimulus for interactive student activity, learning media is used with this as an effort to carry out learning implementation that has meaning and quality (Udin et al., 2023). Learning media provides clear and understandable conformity to students in order to produce a good process. Improve students' understanding of both technical materials and learning media that are made creatively and innovatively.

Kahoot learning media can make the implementation of learning not boring and students are enthusiastic in the diversity learning process. With Kahoot learning media, it provides comfort and student activeness in learning. Students are more enthusiastic during the learning process with Kahoot media, of course learning becomes more fun if supported by the use of Kahoot media to play quizzes (Sulistiawati, 2024)

Listening vocabulary. A person's hearing vocabulary consists of words that are recognized when listening to speech. Cues such as the speaker's tone and gestures, the topic of discussion, and the social context of the conversation can convey the meaning of unfamiliar words.

Reading vocabulary. A person's reading vocabulary is all the words that are recognized when reading. This vocabulary class is generally the most numerous, because new words are encountered more frequently when reading than when listening.

Speech vocabulary. A person's speech vocabulary consists of words used in speech and is generally part of the listening vocabulary. Because of the spontaneous nature of speech, words are often misused slightly and unintentionally, but facial expressions and tone of voice can compensate for this abuse.

Writing vocabulary. Written vocabulary appears in different registers such as formal essays and social media feeds. While many written words rarely occur in speech, a person's written vocabulary is generally limited by preference and context: a writer may prefer one synonym over another, and they may not use technical vocabulary relating to subjects with which they are unfamiliar. Consequence.

so in conclusion, vocabulary is a collection of words that come from listening, speaking, seeing and writing. Vocabulary has important aspects in everyday life, especially in the process of learning to learn a language. Vocabulary plays an important role because it can help students in the learning process, so that a lack of vocabulary makes it difficult for students to understand something.

Cameron (2001) concluded that, vocabulary is one knowledge in language plays a very important role for learners in mastering a language, this statement emphasizes the importance of vocabulary in knowledge of a language. According to Linse (2006) vocabulary is a group of words that are known by someone. The statement explains that vocabulary is a collection of vocabulary that is known to someone.

Vocabulary is very important domiciled in speaking activities. In reading, speaking, writing, and listening to always use the vocabulary. Thus the minimal vocabulary that will be an obstacle in communication. Reality in schools, in general learning vocabulary in a way that is monotonous, the students were asked to interpret a vocabulary in the dictionary, and then memorize it. This is becoming one of the causes of learning is not maximal. Therefore, there needs to be an alternative vocabulary learning techniques and media.

One is the media image to improve vocabulary mastery. Media images are very supportive of the students in the learning process, because media images would provide freedom for students to express, express and let out all the creativity and talent that there is in him. (Baiq Tuhfatul Unsi Tafāquh: Jurnal Penelitian Dan Kajian Keislaman 2 (1), 26-44, 2014).

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2. Kahoot Applications in Learning

a. Definition of Kahoot Application

A good learning construction is if the learning is carried out according to the level of perception and perspective of students, so that the pattern will be easily responded to because it is in accordance with the circumstances and expectations desired by students.

In the era of the industrial revolution 4.0, the use of smartphones or network-based technology instruments is part of a revolution that affects the cultural aspects of life in almost all aspects, including education. The Kahoot application as one of the applications that emerged in the era of the industrial revolution 4.0 is part of a response to the development of an era that is all practical based on technology, but has positive implications,

because its presence can be used in the process of forming constructive learning designs.

According to Sumarso, the Kahoot application is “an online application where quizzes can be developed and presented in a game format. Points are awarded for correct answers and participating students will immediately see the results of their responses”

According to Zaky Farid Luthfi and Atri Walidi, the kahoot application is an online game developed to answer all challenges in the learning process, because Kahoot is an educative online page because it provides features that can be used as learning media. Another perspective Kahoot is an educational game page that is classified as a silent projection medium in the context of learning

b. Benefits of the Kahoot App

The Kahoot application is implemented based on a game, so that it provides many constructive benefits, as well as implications for changing children's perceptions of learning, so that it becomes interesting and fun.

Sharon E Smaldino in his book Instructional technology and media learning as quoted by Irwan Hamdi states why assessment with games is interesting, namely: First, it is attractive, because students will be more attractive because they are brought to a very favorable area, namely game patterns. The second is novelty, because the pattern of the game gives a new nuance in the learning process in the middle of a normal routine. Third, the atmosphere is relaxed and fun, because the construction of educational games that are applied is in harmony with the souls of students. Fourth, it eliminates boredom, because of variations in games and learning patterns.

The four aspects above show that the game-based learning design is one of the most effective learning instruments in the teaching and learning process, especially to maintain the rhythm and motivation of students in learning. One of the characteristics of the Kahoot application is that it can be played individually and in groups so it is very flexible. On the other hand, the material content also varies so that the teacher has a selection of quizzes with several question characteristics.

Other benefits of implementing the Kahoot application as described by Yogga Mar Muhammad, are:

- 1) Submission of material can be uniformed.
- 2) The learning process becomes more interesting.
- 3) Learning becomes more interactive, where there is an element of artificial intelligence in the media.
- 4) The quality of learning can be improved
- 5) Learning is more productive and creative.

Researcher author's, there are three important factors that contribute to the implications of the benefits of implementing the Kahoot application in the teaching and learning process, namely:

First, that the Kahoot application provides constructive variations on interesting and fun forms of learning. Exploration of learning so as to foster a sense of fun and student interest is the entry point for student focus and concentration, besides that interest and pleasure will foster awareness of learning, respect for the learning process and the growth of responsibility in students, thus having implications for improving all aspects of learning including results Study.

Second, the use of technology that is directed at the level of student participation where learning is based on students is an indicator of the scientific learning process and this is illustrated in the Kahoot application pattern, so that the learning process can also introduce technology to students, because the character of technology is skill improvement so that it is more dynamic. and constructive within the framework of increasing students' comprehension of the material as well as student participation. This has implications for the growth of self-confidence, awareness of cooperation and motivation to learn.

Third, motivation, awareness, responsibility, self-confidence and cooperation as a form of learning exploration results are the most essential learning outcomes to be achieved in every learning process other than number-based values which have been used as indicators of the success of the learning process.

Bicen (2018) claims the Kahoot application can be used effectively for gamification lessons. By applying gamification using this media can have an impact on students which makes them more ambitious and motivated to learn. Using Kahoot online media in the learning process can enrich the quality of student learning in the classroom, with the highest influences reporting on class dynamics, involvement, motivation and improving learning experiences. The last, implementing Kahoot shows that the use of educational games in the classroom is likely to minimize disruption, thereby improving the quality of teaching and learning beyond what is provided in conventional classrooms. So that's why the researcher were interested to use one of newest platform media which is named by Kahoot and the researcher would like to conduct the quantitative descriptive research which was finding out to what extent of students' vocabulary mastery whether the hypothesis would be accepted or rejected or whether they get the very good score category.

Learning media can be used according to student needs, in teaching, materials, methods, media, and evaluation of learning outcomes are some of the most important aspects of the learning process (Rosmana et al., 2023). The use of learning media is something that supports its important role in the ongoing learning. In teaching and learning activities, teachers should utilize learning media to be a link in delivering learning materials to students. The existence of learning media in its use of interactive relationships to convey data information regarding student learning understanding so that the learning process is limited (Hendiyani et al., 2023).

Learning media is applied to help and support teacher learning evaluation in teaching. According to Moto (2019), the development of information and technology has an impact on the use of types of media in assisting learning. In fact, in Indonesia, not all teachers or schools are able to implement interactive learning. The limitations of teachers in utilizing information technology are obstacles in implementing learning using media. Learning media has many alternatives, which can be utilized in

implementing internet-based learning activities containing quizzes, reinforcement and games.

c. Technical Steps to Implement the Kahoot Application

The Kahoot application as a supporting application in the learning process, especially in the aspect of learning evaluation, is a web page initiated by Johan Brand, Jimie Brooke and Morten Versvik in a joint project with the Norwegian University of Technology and Science in March 2013 and released publicly in September 2013.

The main design of this application is group games (Group games) although this application can also be played individually. There are two web addresses namely <http://kahoot.com/> for teachers or teachers and <http://kahoot.it/> for students. Even today, there are already smartphone-based applications that can be easily downloaded from the Play Store or other application download pages whose appearance and process are much simpler and more attractive.

The Kahoot application develops features in the form of online quizzes, surveys, discussions and mixes, where there are various ways to play them. This application requires an internet network, computer, infocus and smartphone as the instrument.

Kahoot is a game-based learning application designed to engage students actively in the learning process. The application uses game and competition elements to create a fun and engaging learning environment. The main goal of Kahoot is to increase student interaction and engagement in learning (Licorish, Owen, Daniel, & George, 2018). The application allows teachers to create interactive quizzes with questions and answer choices that students can answer using their own devices. Teachers can create quizzes or questions using the intuitive interface on the Kahoot platform. Once the questions and answer choices are created, teachers can play the quiz live in class using a projector or screen connected to the student's device. Students can then select their answers using their own devices. Kahoot introduces an element of competition into learning by scoring students based on the speed and accuracy of their answers. Students

can see their real-time ranking on a leaderboard displayed on the main screen. This encourages a spirit of healthy competition among students and can increase their motivation to learn (Irwan, Luthfi, & Walidi, 2019).

The Kahoot application has several features that must be considered. Here are some of the main features of the Kahoot application:

- a. **Interactive Quiz Creation:** The Kahoot application allows users to create interactive quizzes by adding questions and answer options. You can create multiple-choice questions, network questions (e.g., sorting), or short-answer questions.
- b. **Public Question Gallery:** The app provides access to a public question gallery, where users can find and use quizzes that have been created and shared by other users. This allows for collaboration and sharing of learning resources between educators.
- c. **Quiz Mode:** This feature allows users to play quizzes that they have created in class or other learning sessions. Participants can join the game by entering a unique game code on their device. The question will be displayed on a screen visible to all participants, while the answer options will be displayed on each participant's device.
- d. **Answer Selection Feature:** Kahoot allows participants to select an answer from the options provided. The answer options are displayed in the form of multiple choices, and participants must choose the answer they think is correct.
- e. **Time Limit:** Each question in the quiz has a specific time limit to answer it. Participants are given a limited time to choose their answer, which speeds up the flow of the game and encourages participants to think quickly.
- f. **Scoreboard and Ranking:** During the game, a scoreboard is displayed on the screen allowing participants to see their own and other participants' rankings. This creates a competitive element that can increase participant engagement and excitement.
- g. **Reporting and Analysis:** After the game is over, Kahoot provides reporting and analysis that provides an overview of participant

performance. Information such as individual scores, average scores, and question statistics can help teachers evaluate participant understanding and progress.

- h. Distance Learning Features: The Kahoot app supports distance learning with features such as integration with video conferencing platforms or the ability for participants to participate through their own devices.

These features help create interactive, fun, and engaging learning experiences. The Kahoot app can be used by teachers, trainers, or speakers in a variety of learning contexts, including schools, universities, businesses, or special events. Kahoot allows teachers to customize their quizzes by choosing different appearances, adding images, or using appropriate background music. This helps create a more engaging and personalized experience. In addition to being used in traditional classrooms, Kahoot is also popular as a distance learning tool. Teachers can send links to quizzes via online learning platforms or instant messaging apps to their students. Students can answer questions individually from their own devices, and scores can be collected and scored automatically. The Kahoot app is often used in a variety of educational contexts, from elementary school to college. Its benefits include creating a more enjoyable learning environment, increasing student participation and understanding, and providing immediate feedback on student understanding of the material being taught. However, it is important to remember that Kahoot should be used wisely and in accordance with learning objectives. Relying too much on games without focusing on the material being taught can reduce the effectiveness of learning.

d. Utilization of Kahoot Application to Increase Student Religiosity in English Language Learning

This study aims to investigate the use of the Kahoot application as a learning tool in improving students' religiosity in learning English. Qualitative methodology is used to explore students' perceptions, experiences, and views related to the use of the Kahoot application and how it can affect their level of religiosity. This study involved a group of students from a high school. Data were collected through in-depth interviews and

participant observation during a certain period in the process of learning English using the Kahoot application. This study follows a phenomenological approach to reveal students' individual experiences.

The learning process consists of several steps, namely:

1. The teacher prepares kahoot media consisting of a laptop that is already connected to the internet and an LCD projector. Then students are also provided with computer media that is already connected to the internet.
2. The teacher explains the use of the kahoot application, each student creates a kahoot account.



Figure I. Kahoot account creation

3. The teacher prepares and provides visualization of the content of the Kahoot application for the development of student religiosity through English language learning
4. The teacher provides an evaluation through the Kahoot application media. The teacher displays images related to examples around, then students are asked to match the questions, images, and answers using English, and so on related to the examples that have been given to students.

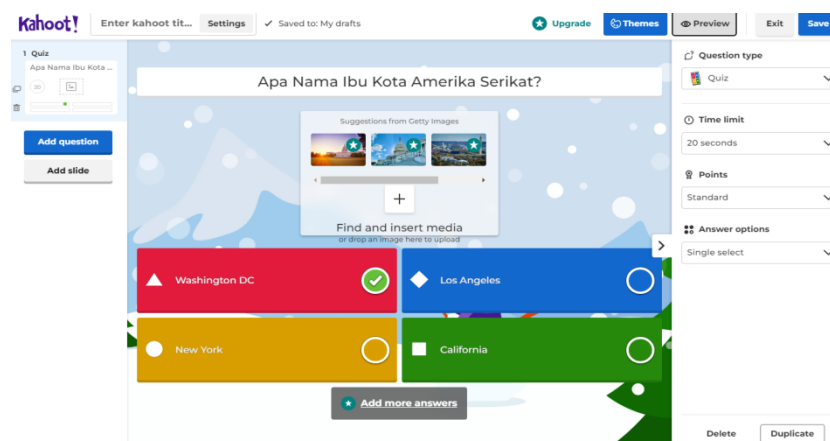


Figure II. Teacher Gives Evaluation

This is one example of the use of the Kahoot application, the use of Kahoot has a great influence on the vocabulary that will be developed later so that students can understand vocabulary learning using the Kahoot method.

e. The advantages and disadvantages of the Kahoot application

1) Pros of the *Kahoot* App

Methods or applications in the context of learning in principle are solutive efforts to improve the quality of learning and targeted learning outcomes. Every method or application that is compiled must be based for the problems that arise, it means that the methods and applications are a response to the learning conditions that are being and will be faced.

The accuracy and effectiveness of a method/application really depends on how to read the problem and how to determine the solution. Accuracy in reading the problem will have implications for the accuracy of the solution, and vice versa. So that each method has positive points or not depending on the context of the problem at hand.

In relation to the Kahoot application, its creation is directed towards assessment and survey processes, which make edu-based games varied and fun. This certainly has several advantages that can improve student learning performance, up to the stage of comprehensive cognitive and affective response. Here are some of the advantages of the Kahoot Application as educational games in learning, namely:

- a) Appearance is attractive and varied.
- b) Its features are complete and explorative.
- c) It is based on technology and can be played from a smartphone, making it more practical.
- d) Teachers can choose content questions to be presented, so that they are linear with the learning orientation to be achieved.
- e) Students can see the results of the answers directly (feedback) on the results of the evaluation.
- f) The teacher can control and monitor student answers quickly.

- g) Based on interactive so as to increase motivation and influential on student learning outcomes in the learning process.

Another perspective, Kahoot as a Digital Game Base Learning application is a method of incorporating educational content into games, which is oriented towards:

- a) Student involvement, so that students can get direct effects.
- b) Use of software and applications, so that it is more practical.
- c) Made for balancing learning content and game content so that it is interesting and useful.
- d) As an instrument for assessing students' learning abilities with measurable measurement tools, so that teachers benefit as a basis for mapping the continuing learning process

2) Disadvantages of the *Kahoot* App

Game is understood as a measurable or semi-structured activity. This aside from being an advantage, it also has the potential to be a drawback because in non-exact science aspects that require deeper reasoning, game-based application patterns are not able to cover all the content and patterns required. want to serve.

As illustrated by the Kahoot application, even though from the content aspect the teacher can fill in the content according to what he wants, but the multiple choice pattern, or true and false in form of questions, lack of comprehensive exploration of the child's reasoning area. Contrary to the essential learning constructs, as described by Gagne as: (1) *signal learning* that explores sign forms, (2) *Stimulus-response learning* where learning is oriented towards feedback, (3) *Chaining Learning* where students are directed to construct relationship between two stimuli, (4) *verbal association* where learning is closely related to verbal or communication associations, (5) *Multiple Discrimination Learning* related to understanding different responses, (6) *Concept Learning* where learning is an effort to understand and combine stimuli in the form of concepts that differ from one another, (7) *Principle Learning* where learning must be able to correlate several different principles to respond to stimuli and (8) *Problem Solving*

Learning where students are also directed to be able to solve the problems they face properly and wisely.

Kahoot's application of in-depth aspects that explore the essential values of learning tends to be neglected. Even though conceptually and systems have content complexity, the system patterns that are made tend to be mechanistic, where mechanistic patterns will not be able to replace human exploration and flexibility.

2.2 Previous Studies

- a. Graham (2015), game applications Kahoot allows teachers to track instant student learning results. This is because The points collected by students can be learned is displayed as soon as they answer questions in the evaluation system. Some advantages of media Kahoot for the learning process included. The questions are presented in a timely manner limited, which allows students to think quickly and precisely. Besides that, allows educators to create quizzes, discussions and questions by inserting elements such as text, videos and images (Ningrum, 2018).
- b. Titin and Dara (2016), The media delivered is intended for increase students' motivation to learn and make more lessons pleasant. Therefore, teachers must creating new ways to teach with the media.
- c. (Irfandi & Yuhelman, 2023).Kahoot is one of the media technology used. this application created as a better learning medium by utilizing technology. Very suitable for students who want to learn and teaching with modern methods.
- d. (Ramadhana et al, 2020). Media creates learning is easier for students and make things easier for teachers.
- e. (Irfandi et al., 2022). Students can play this media any time to improve their abilities. Students are more interested in evaluating lessons given. More students motivated to relearn what taught. They are also more active search for information from various sources.
- f. According to Ramadhana et al. (2020), The Kahoot gaming application displays questions in the game-show display can be used for free or with cost. this application can add images or video into the question display.

Kahoot is a very easy game to use. Because it can be accessed via the application and website, it is practical to use.

- g. Relevant research that conducted by Ilmiyah1 & Sumbawati on 2019 about how Kahoot media and learning motivation influences results student learning, it was found that students who very motivated and given material through Kahoot has an average rating of 61.33, while students who are highly motivated and given material via PowerPoint Presentation has more average value low.
- h. In other research conducted in 2019, Irwan and Zaky Farid Luthfi found Kahoot helpful students learn better. Their research shows that the experimental class (which uses Kahoot) has results better learning ($M=13.33$, $SD=3.30$) than the control class (which did not using Kahoot). In conclusion, the use of Kahoot helps students learn better. Based on background in above, the development of the Kahoot tool as a tool Student learning must be assessed carefully theoretical.

Kahoot media is an application platform designed for playing. The advantages of Kahoot media are seen in the presentation of questions with the use of applications or the web in using them according to the time limit in working on them. The existence of time in working on questions will help students to train their minds quickly and be able to complete them according to the time specified in the use of Kahoot media. In learning media, its application as a stimulus for interactive student activity is used as a learning media with this as an effort to carry out learning implementation that has meaning and quality (Udin et al., 2023). Learning media provides clear and understandable conformity to students so that they can produce a good process. Increase students' understanding of both the relationship between material and learning media that are made creatively and innovatively.

- i. Differences and similarities between the use of kahoot in learning media
 - 1) Based on research related to kahoot according to Anviani & Pujiriyanto (2022), kahoot can be one solution to improve student learning outcomes, made with features such as games and attractive designs, can increase students' interest in learning so that learning is

not boring. During the learning process, students are more active and attract students' interest in learning. School support is needed to help overcome the limitations of technology and teacher skills in developing good digital learning media, one of which can be developed kahoot learning media to create interesting learning evaluations with quiz games on the material presented by the teacher.

- 2) Based on the results of open interviews with grade IV teachers, the use of media is difficult to implement. There are limitations for teachers in using technology during the learning process. Teachers who cannot master technology well, facilities and infrastructure are inadequate, so that teachers do not get the opportunity because of limitations in technology in line with research according to (Wulandari et al., 2023), media in classroom teaching is a need that cannot be ignored. Obstacles in the use of technology must be something that must be overcome both internally and externally for teachers towards developing the quality of teachers in using learning that is more interesting to students
- 3) Based on the results of the study conducted with the development of Kahoot media in PPKn learning on diversity material, it has a good influence. The monotonous or boring learning process can be assisted by learning media in its implementation. Kahoot learning media on diversity material provides innovation in the teaching and learning style with the development of information and communication technology that has penetrated the world of education. It can be concluded that the results of teacher and student assessments of the use of Kahoot media in learning are very good. Kahoot can be developed as one of the media to help teachers in teaching and make students learn more actively. Learning with Kahoot is an interactive online learning method that provides education with its media containing features that can be used for better and different learning (Irwan et al., 2019).

- 4) The use of Kahoot learning media is very much needed to innovate with the ability to create enthusiastic students in the learning process to realize things related to technology and multimedia. For example, Kahoot media makes learning media related to technology in the presentation of learning evaluations that can be in the form of games and can be complete to monitor student learning. Kahoot is useful as a digital-based learning media with a quiz game nuance. Kahoot can be used as a tool to help deliver material to make it more interactive for students and teachers. This media can be used in learning with practice questions, enrichment, pretests and posttests (Sakdah et al., 2021)

2.3 Conceptual framework

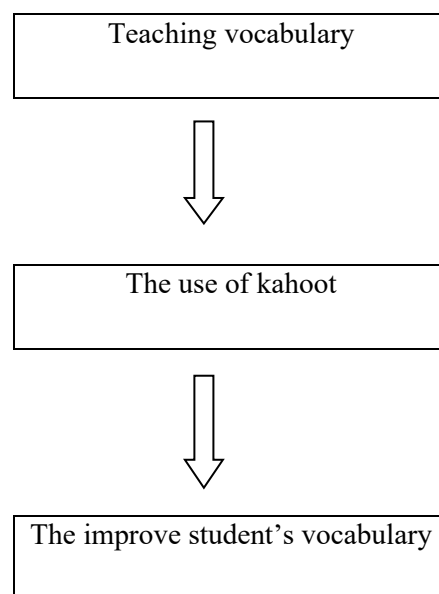


Figure 1. figure conceptual framework

In conduction this research, in conducting this research, researchers focused on students. students' vocabulary skills. as in the table above are the steps to provide learning to students regarding the material or theme provided. In the first part, students are taught to recognize the vocabulary they already know and teach them again the vocabulary they don'tknow, then review the extent of students' knowledge regarding vocabulary.

The next step, in this researcher's pretest students a vocabulary test will be given to measure students' initial abilities before participating in learning. The next step is the application of kahoots in teaching vocabulary, this step is done so that students know the use of kahoots in learning. This research was carried out in 5 meetings in the application of using Kahoot to improve students' learning abilities.

The final step is to give a post-test. In the posttest, the researcher gave an evaluation test which contained 4 themes. The hope of the researchers in this study is that the application of learning using kahoot can increase vocabulary.

2.4 Hypothesis

The hypothesis of this research is as follows:

1. Null Hypothesis (H₀): there is no significant difference of students' vocabulary before and after being taught using kahoot.
2. Alternative Hypothesis (H₁): there is a significant difference of students' vocabulary before and after being taught using kahoot.

Hypotesis Testing:

1. H₀: There is no significant difference between the result of the pretest and posttest after the treatment of kahoot to improve vocabulary at SMPN 2 Malili.

If $t_{\text{table}}(\alpha, n-1) \leq t_{\text{value}}$, so H₀ is accepted.

If the students pre test score bigger than post test, It means that effectiveness of kahoot to improve the student vocabulary mastery is not effective in teaching English vocabulary.

2. H₁: There is significant difference between the result of the pretest and posttest after the treatment of kahoot to improve the student vocabulary mastery at SMPN 2 Malili.

If T-Test $< \alpha$ (0.00 < 0.05) H₀ is rejected, H₁ is accepted.

If T-Test $> \alpha$ (0.00 > 0.05) H₀ is rejected and H₁ is accepted.