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Kahoot Application for Elementary School Students: Implementations of Learning Process from Distance during Pandemic period of COVID 19

Mahfira Djannah^{1*}, Zulherman^{1,2}, Nurafni¹

¹University of Muhammadiyah Prof. Dr. Hamka, Jakarta, Indonesia

²Universiti Utara Malaysia, Kedah, Malaysia

*mahfiradjannah.ira@gmail.com

Abstract. Kahoot Applications has been one of the media of the learning process to be developed further. It can become media of the learning process as well as a tool for measuring/index of the target. These analyses observe the result of the learning process based on Kahoot Application towards the fifth grade of elementary students in the context of single and complex theory. This kind of Media of learning process is more likely effective used in the urgent situation of the Pandemic COVID 19 period that is inevitable for the mechanism of the learning process from home which should be supported by internet connection. This product is made by the learning development of ADDIE. The method of analysis used is the method of surveying. The Data taken from surveying uses a Likert scale from a score within 1 to 5. They are three expertise from material aspects and the media aspect, 5 teachers from the fifth grade of elementary from different schools, and is examined for 149 students from 5 different schools to examine the result. The result stated that Kahoot's application as the media of the learning process is efficient and proper being used as a learning and teaching process because Kahoot applications allow enhancing students' interest and motivations to be more likely focus on learning process for the better result of learning mechanism.

1. Introduction

Every person has superiority with various abilities to receive and process information. As such every student has the advantage of what they are capable of comprehending and understanding in the context of the learning process. Some of them are better in cognitive thinking and some others are better in the affective aspect, while some others are better in psychomotor aspects. Those kinds of abilities are likely influential for the learning process as a result of learning and teaching activity in school. There must be a media to facilitate and to make the learning process easier to help students understand better in the terms of delivering some lessons from teachers to students (Wijayanti, Hasan, & Loganathan, 2018).

In terms of Educational aspects, it demands the learning process which can stimulate enthusiasm and motivation for all students for the sake of achieving their goals and target in the learning process. IPTEK development hopefully can positively impact the terms of the learning process which is indicated by the endless sources and media of the learning process (Novianto, Degeng, & Wedi, 2018). The media of learning/tools can be an external factor that can be utilized to enhance the effectiveness of learning. (Asmara, 2015). In this analysis, we are likely to do the analyses with similar output above. This kind of analysis uses what Kahoot applications offer as one of the media of the learning process. Kahoot is an educational game made for attracting the enthusiasm of students in comprehending and understanding



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while they are playing, so it makes them feel that learning is something enjoyable, full of happiness, and not such a boring method (Hartini 2019).

With emerging of the Pandemic of COVID 19 all of a sudden, it is inevitable that the world of education especially in Indonesia needs to be flexible with the current situations, which can help the situation of education in school in an emergency way (Aji, 2020). By implementing the concept of learning from a distance in which utilizing some device such as laptop, computer or even gadget in which facilitated by internet connection, e-learning, google class, social media (WhatsApp) as a media of communication as well as zoom, youtube has become one favorite app to visit in learning process media (Pakpahan & Fitriani, 2020). Thus the writer uses Kahoot as a media of examining single or either complex theory as one of the utilization of media in the terms of the learning process.

2. Methodology

The research was using *Research and Development* (R&D) approach and the method in this research was using survey design research. The steps of framing and developing to the product that has been used based on the model of development of ADDIE, this kind of model uses 5 steps of development: a. *Analysis* b. *Design* c. *Development* d. *Implementation* e. *Evaluation* (evaluation / feed back) (Sari, 2017). The Model of ADDIE is a model with the simplest way ever and is one of the conclusions from the previous model. (Fitriani, Paristiowati, & Mukarromatunnisa, 2019). This model is well arranged and programmed with the steps of activity with good systematic in order (Prastya, Pujawan, & Suartama, 2015).

3. Result and Discussion

The feasibility of products in the development of Kahoot learning media by experts.

1. Media assessment Kahoot by media expert. Based on the results validation test assessment by media expert get the following suggestions/input, using the learning video with a voice editor not only music, and expands the material discussion that is presented. Assessment by media expert score 90% in very valid categories and presented in Table 1.

Table 1. Validation test assessment by media expert

No	Aspect	Indicator	Question Number	Average Percentage	Category
1	Visual	The matching of the background display	1	89%	Very Valid
		The combination of attracting color	2		
		Picture and animation adjustment setting	6		
		The coherence of displayed picture to discussion	7		
		Animation text which is displayed obviously and interestingly	8		
2	Audio	Understandable illustration and relation to daily activity indicator	9	93%	Very Valid
		The harmony of backs sound music with narration	3		
		the sounds are presented	4		
		The coherence between sound and animation	5		

3	Quality	Video quality	10	87%	Very Valid
AVERAGE				90%	Very Valid

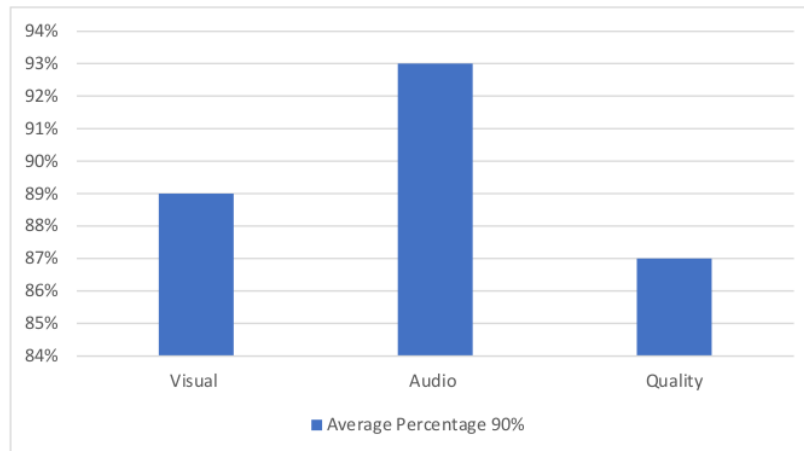


Figure 1. Diagram Results of the Validation Test Assessment by Media Expert

- Media assessment Kahoot by the material expert. Based on the result of the validation test assessment by the materials expert obtained the following suggestions/input; the material videos are presented with a voice presentation not only of music and add the duration of the video and the problem duration for the learners to answer. The result of media worthiness based on the assessment of material experts score 87% in very valid categories and are presented in Table 2.

Table 2. Validation test assessment by a material expert

No	Aspect	Indicator	Question Number	Average Percentage	Category
1	Content Qualification	The coherence of content to target learning.	6 and 7	88%	Very Valid
		Specific material lesson.	2		
		An illustration that supports the explanation of the lesson.	5		
		Simple explanation and communicative	10 and 13		
		Stimulates curiosity	9		
2	Presentation Qualification	Way of presentation.	4	88%	Very Valid
		Supporting tools of presentation.	1		

		Explanation of material lesson	3		
		Coherence and steps thinking flow.	8		
3	Contextuality	Essence of context	11 and 12	83%	Very Valid
AVERAGE				87%	Very Valid

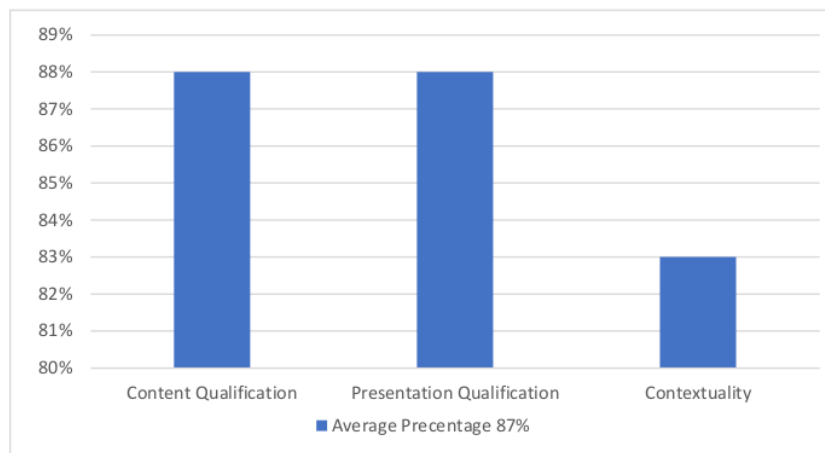


Figure 2. Diagram Results of the Validation Test Assessment by Material Expert

3. The feasibility test assessment by the teacher. Based on the results of the product worthiness test by the teacher gets the following suggestion/input; material discussion in the video enlarged and video presentation using a more attractive picture. The results of media worthiness by the teacher score 92% in very valid categories and are presented in Table 3.

Table 3. Assessment of media qualifications by teachers.

No	Aspect	Indicator	Question Number	Average Percentage	Category
1	Visual	Animation (Attracting moving picture)	12	90%	Excellent
		Colour of composition	13		
2	Audio	Using back sound	8	88%	Excellent
		Contain music in the media	14		
3	Content	The relevance of with the purpose of curriculum and target learning	1	93%	Excellent

		The lesson presented matches best to the syllabus of the subject in science major in the fifth grade of elementary school	2		
		The lesson match best with the competence of basic and standard competency from goals	3		
		The lesson presented matches best with the curriculum of the fifth grade of an elementary school in a science subject	4		
		The clear way of explanation.	5		
		Understandable material lesson.	6		
		Video animation presented is more acceptable.	10		
		The video contains the explanation of science in real life	11		
4	Reading and Writing	Readable text	7	94%	Excellent
		Clear Language articulation that can be understood	9		
AVERAGE				92%	Excellent

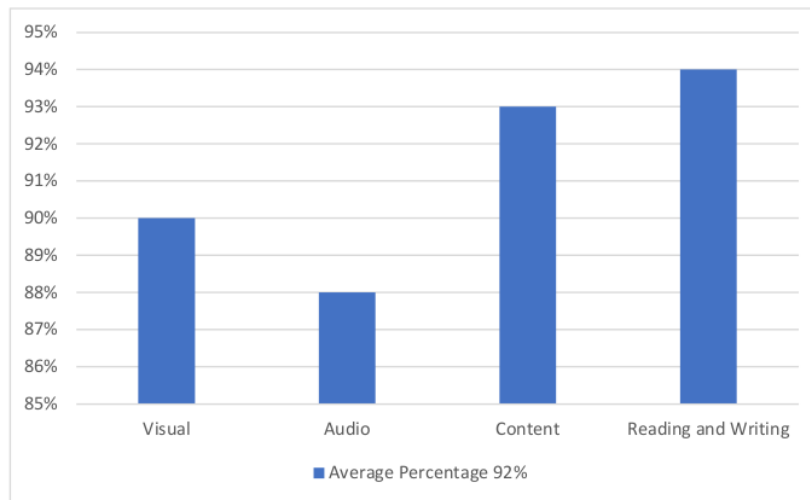


Figure 3. Diagram The Results of the Media Qualification Assessment by Teachers

- Product test assessment by learners. Based on the results of a test assessment by 164 learners, overall media Kahoot score an 84% average in excellent categories and was presented in Table 4.

Table 4. Product test assessment by learners

No	Aspect	Indicator	Question Number	Average Percentage	Category
1	Software	Media Attractiveness.	1 and 8	84%	Excellent
		User access	2 and 3		
2	Visual Communication	Display and texts	4	83%	Excellent
		Video and animation	5 and 6		
3	Material	Language and target lesson.	7	84%	Excellent
AVERAGE				84%	Excellent

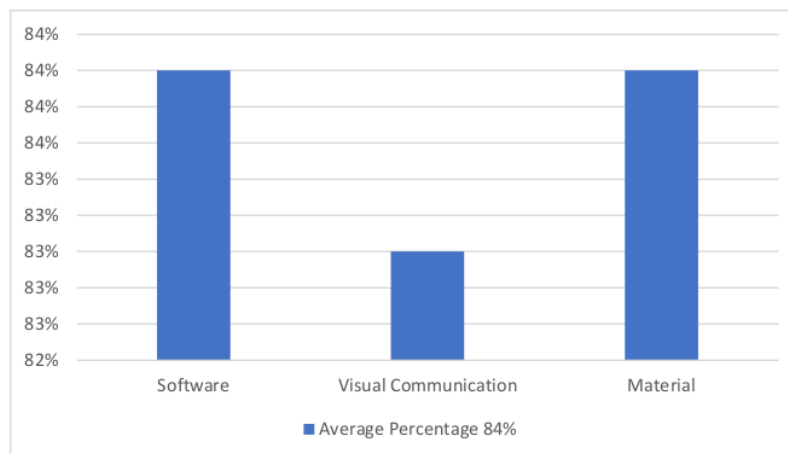


Figure 4. Diagram Results of Product Assessment by Learners

4. Conclusion

Based on the discussion and assessment generated by media experts, materials experts, teachers, and learners as users of this study may conclude that the Kahoot application's learning on a single substance and a five-grade of elementary school mix have such good worthiness that it is worthy of being used in teaching activities.

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