

Students' Perception toward the Use of Kahoot in Learning Phonology

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Abstract: The aims of this study were to find out the students' perception toward the use kahoot in learning phonology and how to improve the use kahoot in learning phonology. The formulated problems of this study were: (1) What is students' perception toward the use kahoot in learning phonology? and (2) How to improve the use of kahoot in learning phonology in the future?. This research was conducted through quantitative research. The type of the research was specifically a survey. The researcher decided to use the survey as the focus of the case. The participants of this study were fifty-nine (59) students of phonology class. The data of students' perception toward the use kahoot in learning phonology were obtained by questionnaire and interview. The result of the study showed that the students' perception toward the use kahoot in learning phonology was positive. These findings were supported by the data from questionnaire there were 25,53% answered strongly agree, 47,99% answered agree, 19,92% answered neither agree or disagree, 5,61% answered disagree, and 0,95% from the total of the respondents answered strongly disagree. It means that the most students felt that the use of kahoot in learning phonology really helped in learning with fun way.

INTRODUCTION

In this modern era, there are many education institutions which already use technology in learning process. Implementing technology and internet in the classroom activity exchange learning process become more attractive and interactive. It means, with technology, learning process become more interesting as they have new activity that is more interesting and fun. It is fun because in a modern era, people are bound to technology especially learners, all activity and entertainment supported by technology. Therefore learners feel that they are not far from technology. Claimed that learners can get the information easier by using technology. The technology can be used by people or learners as their useful mobility such as wireless, laptop, tablet, and smartphone.

Yeni Widyastuti (2014) stated that games are one such thing to increase motivation. One of the learning tools developed is the kahoot application. Kahoot is an online application where quizzes in the form of test questions can be developed and presented. It is undeniable that the existence of technology can become an interesting learning media by utilizing learning application can make it easier for teachers to convey messages to students and more effectively than not using teaching and learning tools.

Mastery of English is very important in this era. One of them is phonology, phonology involves the production of each sound, phrases, stress, and intonation. In addition, there is way to read the word correctly called phoneme, which is defined as a kind of alphabetic

writing in which in each letter represent a sound. The purpose of phoneme is to provide to clear and unambiguous information to language learners, such as which sound should used in a word or phrase, and in what order to use the sound. The identification of the problem are the students lack of interest in learning conveyed thus making students passive in learning phonology and students still assuming phonology is a difficult lesson so that the lack of enthusiasm of students in learning.

Based on explanation above, the researcher would like to obtain the students' perception toward the use of kahoot in learning phonology. It is need to more understand how students learning phonology using kahoot. The researcher conduct this research based on the use of kahoot in learning phonology in sixth semester students of English Education Department.

THEORETICAL SUPPORT

Perception

According to Baron & Byrne (2014) perception is the process through which we attempt to understand object perception. Perception constitute the process that used by people to manage and interpret impression of their sense to give meaning to their environment. Perception is the process meaning of stimulus. If the stimulus is an object called object perception and if the stimulus is human it is called social perception.

Hornby (2018) defines perception is an idea, a belief or an image people have a result of how to see and understand.

Kahoot

Deni Widjayatri (2019) stated that kahoot is a free learning-based platform game mainly used to evaluate learning.

Learning based game has the potential to become an effective learning tool for stimulating visual and verbal components. Kahoot included into the category of online game, an online game is magnificent tool in this decade, and people consider this as a major device to communicate. The game is free for both teacher and students, and simply requires a multimedia tool to participate.

According to Deni Widjayatri (2019) Kahoot is game-based learning platform to use by educators and learners. For educators especially, there are the advantages of using kahoot:

- a. Free
Kahoot application is free, there is no cost for creating, playing and sharing kahoot. The teacher and the student can use kahoot without having to think about the cost that must be paid.
- b. Easy to play
Kahoot application is easy to play and helpful for teacher and student and it will be fun to be used in classroom. Kahoot presents a challenging way to engage modern learners into learning.
- c. Kahoot games can use individually and team.
The educators and learners do not worry because kahoot application not only can use individually but also with the group.

According to Deni Widjayatri (2019) there are some problems faced by educators and students when using kahoot games. Here are disadvantages of using kahoot:

- a. Internet connection
Using kahoot application must have a good internet connection. Not all part of the area have an adequate internet connection, and this will have obtained the use of the application.
- b. Limits of character
There are limited of character use for the questions. However, this can be avoided by screen shotting the lengthy

question and posting it as the picture instead.

Phonology

According to Humann and Scmitz (2018) phonology is the structure of sounds structure in language. This science explain how to pronounce a language. Phonology also discusses the history of language. How the language appear and disappear.

Nick Cipollene (1994) the aim of this subject is to find out the change in sound of a word, studying the working of organs of the human body especially those related to the use of language. The study of pronunciation consists of two, namely phonetics and phonology. while phonetics is the study of how speech sound are produced and phonology investigates the organization of speech sound in particular language.

METHOD

This study employed survey research in which the data of the students' perception toward the use of kahoot in learning phonology were obtained by questionnaire and interview. According to John W Cresswell (2012) survey research design are procedures in quantitative research in which investigators administer a survey to a sample or to the entire population of people to describe the attitudes, opinions, behaviors, or the characteristic of the population. The researcher distributed a questionnaire to all of the respondents and interviewed several respondents. The respondents in this study are students of English Education Department of The State Islamic University Sultan Maulana Hasanuddin Banten on the sixth semester in academic year 2019-2020.

RESULT AND DISCUSSION

From the result of the data that the researcher obtained on students' perception toward the use of kahoot in learning phonology, the researcher know

that students' perception toward the use of kahoot in learning phonology was positive. Using games are one such thing to increase motivation, such as using kahoot all of the students had chances to be active in the class and also got motivated to learn more the material of phonology. According to the previous study, using kahoot enriched the quality of student learning in the classroom, with the highest influence reported on classroom dynamics, engagement, motivation and improved learning experience. Besides, students also felt refreshed and also relaxed after playing kahoot. Based on the data, the students also thought that kahoot made them want to learn more on phonology subject so that the students could answer the questions on kahoot. It was also one of the reasons in how kahoot motivate the students interest to learn more in phonology.

The result of the data about how to improve the use of kahoot in learning phonology, the researcher focused on the data in order to improve the use of kahoot in learning phonology. Based on the second research question, the important thing that should be improved is the internet connection. The researcher found that most of the problems and obstacles faced by the students in using kahoot in learning phonology is internet connection. According to the data of the interview that one of the weaknesses submitted by the respondents is the unstable internet connection that sometimes made the use of kahoot uncomfortable.

on explanation above it can be seen that students have a positive perception toward the use of kahoot in learning phonology used by their lecture. The students also support the lecture to always use kahoot in teaching learning process. These findings and discussions also presented to know what the students' perception toward the use of kahoot in learning phonology.

CONCLUSION

From the result of the data, the researcher calculated from all answers on close-ended questionnaire, the researcher found that most of the students had a positive perception toward the use of kahoot in learning phonology. These findings were supported by the data from questionnaire there were 25,53% answered strongly agree, 47,99% answered agree, 19,92% answered neither agree or disagree, 5,61 answered disagree, and 0,95% from the total of the respondents answered strongly disagree. It means that the most students felt that the use of kahoot in learning phonology really helped in learning with fun way. Therefore, the researcher could also find out what made the students had a positive perception toward the use of kahoot in learning phonology. According to the data, kahoot helped the students not only on how to learn with fun, but also on how to be motivated and to learn the material deeper in learning phonology. The researcher got information that the use of kahoot could help the students in the introduction of the material and learning the material in phonology. However, the use of kahoot also motivated students to learn more about phonology materials.

According to interview data that the researcher obtained, the first thing that should be improved when using kahoot in learning phonology was the media, which was the internet connection. The data showed that the unstable internet connection becomes the most problem that occurred when playing kahoot. The second thing that should be improved on the use kahoot in learning phonology was the frequency of the usage. According to the data the respondents stated that kahoot should be used more often for phonology class. And the thing that should be improved was the students' knowledge because students' knowledge also

effecting the use of kahoot in learning phonology.

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