

The Use of Interactive Learning Media Kahoot as an Innovation in Preparing Computer-Based National Assessments

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Abstract

This article delves into the utilization of interactive learning media Kahoot as an innovative tool for preparing students for computer-based national assessments. Employing a qualitative descriptive research methodology, the study explores the effectiveness of Kahoot as an educational resource. Through a comprehensive analysis of the data collected, the research aims to shed light on the impact of Kahoot on students' assessment readiness and their overall learning experience. The research underscores Kahoot's potential as an innovative educational tool that not only enhances student engagement but also positively impacts their performance in computer-based national assessments. Additionally, it adds to the broader conversation about the effective use of technology in education, especially in the context of assessments with significant implications for students' academic progress and future opportunities. This study holds significance as it addresses the critical need to explore how interactive learning media like Kahoot can revolutionize the preparation of students for computer-based national assessments, contributing to advancements in educational technology and improved student performance. Additionally, it offers valuable insights into innovative teaching approaches that can shape the future of education in the digital age.

Keywords: *Interactive Learning Media, Kahoot, Computer-Based National Assessments, Innovation.*

INTRODUCTION

Information Technology and Communication (ITC) has become an integral part of modern society, including in education (Anshori 2018). Educators are required to have proficiency in using Information Technology and Communication (ITC) in teaching, in order to provide a more effective and efficient learning experience for students (Hafizatul 2020). The teaching materials prepared by educators should be accessible to students, enabling them to learn independently. The use of Information Technology and Communication (ITC) in teaching can enhance the professionalism of teachers (Mia and Sulastri 2023). Therefore, teachers need to enhance their understanding and proficiency in Information Technology and Communication (ITC) to facilitate learning more effectively. Teacher competence should also be taken into account, as it supports the professionalism of teachers. When teachers are proficient in both ITC and their competence, they can impart new skills to students. However, it's important to remember that ITC serves as a supplementary tool to support learning. Teachers must still fulfill their role as professional educators. A professional teacher not only masters the subject matter, but also has the ability to develop and utilize teaching aids to ensure that learning outcomes meet competency standards. Technology-based teaching aids can enhance the learning process and boost student motivation (Firmadani 2020). Kahoot is an example of technology-based learning media

that can be used to make teaching more engaging and interactive. Kahoot is an online learning platform that consists of quizzes and interactive games (Seftiani 2019). Kahoot can be used in various teaching and learning activities such as pre-tests, post-tests, practice exercises, material reinforcement, remedial, and enrichment. To create a Kahoot, users must have a Gmail account or another supported account. Kahoot offers four features: games, quizzes, discussions, and surveys. Kahoot has several advantages as a learning tool, including: It creates a more enjoyable classroom atmosphere. Kahoot employs the concepts of games and quizzes, which can capture students' attention and motivate them to learn. Students can learn using technology. Kahoot can assist students in becoming familiar with and utilizing technology as a learning tool (Seftiani 2019). Kahoot can be used in learning to prepare for learning assessments (Usmaedi 2021).

The national education evaluation system, formerly known as the National Examination, has now been replaced with Asesmen Nasional Berbasis Komputer (ANBK) (Manguni 2022). ANBK is a national learning assessment that measures students' achievements in Reading Literacy, Numeracy, and Character Surveys (Rahmawati et al. 2021). To achieve the maximum results, students need to prepare themselves well. One way to prepare for ANBK is by using interactive learning media. Kahoot is a learning platform that can be used to create and play quizzes online. Kahoot can be used for various learning purposes, including preparing for ANBK.

METHODS

This study employs a qualitative descriptive research methodology to explore the effectiveness of Kahoot as an educational resource. Through a comprehensive analysis of the collected data, the research aims to provide an overview of the impact of Kahoot on students' assessment readiness and their overall learning experience. The research emphasizes Kahoot's potential as an innovative educational tool that not only enhances student engagement but also positively impacts their performance in computer-based national assessments. Additionally, it contributes to the broader discussion about the effective use of technology in education, particularly in the context of assessments with significant implications for students' academic progress and future opportunities. This study holds significance as it addresses the critical need to explore how interactive learning media like Kahoot can revolutionize the preparation of students for computer-based national assessments, contributing to advancements in educational technology and improved student performance (Pembelajaran and Era 2022). Furthermore, it offers valuable insights into innovative teaching approaches that can shape the future of education in the digital age.

RESULTS AND DISCUSSION

Based on the research findings, the use of interactive learning media Kahoot has shown positive outcomes in preparing for the computer-based national assessments (ANBK). Here are some of the results and their discussions:

1. Improved student learning motivation.

Kahoot is an interactive and enjoyable learning tool. It can enhance students' learning motivation, making them more active and motivated in their studies. The learning outcomes of students who use the interactive learning tool Kahoot

are higher compared to students who do not use Kahoot(Irwan, Luthfi, and Waldi 2019). This indicates that Kahoot can boost students' learning motivation and have a positive impact on their learning outcomes.

2. Enhanced Student Understanding of Subject Matter

Kahoot can be employed to gauge students' comprehension of the subject matter. This assists students in identifying the topics they have mastered and those that require further study(Pembelajaran and Era 2022).

The learning outcomes of students who utilize the interactive learning tool Kahoot are higher compared to those who do not use Kahoot(Hartanti 2019). This indicates that Kahoot can enhance students' understanding of the subject matter.

3. Ease of Use

Kahoot is a user-friendly learning platform. Both teachers and students can easily create and utilize Kahoot(Faznur, Khaerunnisa, and Sumardi 2020).

4. Availability of Diverse Subject Matter

Computer-Based National Assessment (ANBK) measures students' literacy in reading and numeracy in mathematics(Rahmawati et al. 2021). The content included in ANBK is integrated from existing subjects. Kahoot provides a wide range of subject matter that can be used by teachers. Teachers can create their own subject matter for Kahoot or utilize the existing resources. This is evident from the research conducted by Sakdah et al. (2021) which shows that teachers find Kahoot to offer diverse subject matter.(Sakdah, Prastowo, and Anas 2021)

5. Advantages of Kahoot as an Interactive Learning Tool for Preparing for ANBK

Kahoot has several advantages that can be utilized to prepare for ANBK, including:

- Interactive and engaging
Kahoot incorporates gaming elements into learning, making it more interactive and engaging for students. This can boost students' motivation to learn.
- Can be used for various subjects:
Kahoot can be employed for a wide range of learning materials, including those that will be tested in ANBK. This facilitates students in practicing ANBK-related questions.
- Can be used online:
Kahoot can be utilized online, allowing students to learn anytime and anywhere. This makes it convenient for students to prepare for ANBK.

CONCLUSION

Interactive learning media Kahoot can be considered as an innovative tool for preparing for the computer-based national assessments (ANBK). Kahoot can enhance students' learning motivation and measure their understanding of the subject matter. Kahoot is user-friendly and available for various subjects, making it an effective learning tool for ANBK preparation. It offers several advantages that can boost

motivation, learning outcomes, and understanding of the material being tested by the students.

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