

Students' Perception on the Use of *Kahoot!* in English Language Learning.

A Skripsi

Submitted to the Faculty of Language Education

In a Partial Fulfillment of the Requirement for the Degree of

Sarjana Pendidikan



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English Language Education Department

Language Education Faculty

Universitas Muhammadiyah Yogyakarta

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Approval Sheet

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We hereby approve the *Skripsi* of

Nur Aini Dwiastuti

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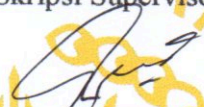
Candidate for the degree of *Sarjana Pendidikan*

October 21, 2019




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Yogyakarta, October 21, 2019



Accepted


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Dean of Language Education Faculty

Statement of the Authenticity

I am student with the following identity:

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Program Study : English Language Education Department

Faculty : Language Education Faculty

University : Universitas Muhammadiyah Yogyakarta

Certify that the *Skripsi* entitled “Students’ perception on the Use of *Kahoot!* in English Language Learning” is my own work. I am responsible for the content of this *Skripsi*. Other opinion and findings in this *Skripsi* are quoted with ethical standards.

Yogyakarta, September 11, 2019

Researcher,

Nur Aini Dwiastuti

20150810061

Motto

**“Bukanlah ilmu yang seharusnya mendatangimu, tetapi kamulah yang harus
mendatangi ilmu itu.” (Imam Malik)**

Acknowledgement

First of all, all praise is always delivered to Allah Subhanahu Wata'ala as the lord of the world who always blesses and guides me to be able to write this *skripsi* well. I finally can finish this *skripsi* with the title: Students' Perception on the Use of *Kahoot!* in English Language Learning. This is to meet one of the conditions and completed the study in undergraduate study (S-1) for the degree of Sarjana Pendidikan of Univeristas Muhammadiyah Yogyakarta.

In the proses of the *skripsi*, a lot of people have given motivation, advice, support, and even remark which can help me finishing this *skripsi*. In this valuable chance, I would like to express my gratitude and appreciation to all contributed parties. Those people are:

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8. My entire *skripsi* fighter also my precious friends in UMY Anzavia Putri, Sri Sulastri, and Zakiah Nur M who always stay next to me through the bad and good days.
9. Thankfulness also goes to all friends in English Department class B who cannot be mentioned here one by one who have given me support and kindness.
10. Finally, I would like to thank everybody who has helped me to finish this undergraduate *skripsi*.

I realize that this *skripsi* is not perfect, so that I welcome the suggestion or critics from the readers of this *skripsi* to better. I do expect this *skripsi* will be useful for whoever reads it, particularly the students of English Language Education Department of Universitas Muhammadiyah Yogyakarta.

Yogyakarta, September 11, 2019

Researcher,

Nur Aini Dwiastuti

Table of Contents

Cover Page	i
Approval Sheet	ii
Statement of the Authenticity	iii
Motto	iv
Acknowledgement	v
Table of Contents	vii
Abstract	x
Chapter One	1
Introduction	1
Background of the Research	1
Statement of the Problem.....	4
Limitation of the Problem	4
Purpose of the Research.....	5
Significance of the Research.....	5
Outline of the Chapters	6
Chapter Two	8
Literature Review	8
Technology in Language Learning	8

Game-Based Learning	9
Mobile Assisted Language Learning (MALL)	10
<i>Kahoot!</i>	11
<i>Kahoot!</i> in Language Learning	12
Benefits of using <i>Kahoot!</i>	14
Challenges in using <i>Kahoot!</i>	15
Review of the Related Research	17
Conceptual Framework	18
Chapter Three	21
Research Methodology.....	21
Research Design.....	21
Research Setting.....	22
Research Participants	22
Data collection technique.....	23
Data collection procedure	24
Data analysis	25
Chapter Four	30
Finding and Discussion	30
The Benefits of the Use of <i>Kahoot!</i> in English Language Learning	30
The challenges of the use of <i>Kahoot!</i> in English language learning	36
Chapter Five	39

Conclusion and Recommendation	39
Conclusion	39
Recommendation	41
References	43
Appendix 1: An Interview Guideline.....	47
Appendix 2 : Axial and Selective Coding.....	49

Abstract

One of game-based learning applications used by teacher in English language learning is *Kahoot!*. The use of effective *Kahoot!* can increase significant effect towards language learning. This research used descriptive qualitative method as the research design. The data collection method in this research was interview. Besides, this research utilized the interview guideline as the research instrument. The number of participants in this research was four students of English language education department. This research revealed that the benefit of using *Kahoot!* could help the students remember the previous material, measure students' knowledge, motivate students to learn, and build good atmosphere in class. In addition, the challenges of using *Kahoot!* were unstable internet connection which hamper the use of *Kahoot!*. Following this, *Kahoot!* did not enable the students and teachers to discuss, and scoring system in *Kahoot!* was not fixed yet.

Keywords: *Kahoot!*, game-based learning application, students' perception.