

## 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.