

THE EFFECTIVENESS OF USING KAHOOT APPLICATION IN IMPROVING GRAMMAR MASTERY OF THE JUNIOR HIGH SCHOOL STUDENTS

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ABSTRACT

This study aims to determine the effectiveness of using the Kahoot application in improving students' grammar mastery. A quantitative method with a pre-experimental design was used, involving 25 eighth-grade students selected by cluster random sampling. A pre-test was conducted to measure students' initial proficiency, followed by an intervention through grammar instruction using Kahoot games, and a post-test was administered to measure improvement. The average pre-test score was 52.48, while the average post-test score was 80.64. Based on the paired t-test analysis, a significant difference was found ($p = 0.000 < 0.05$), implying that the intervention was effective. The study shows that using Kahoot effectively aids in developing students' grammatical knowledge, particularly in comprehending the rules of grammar usage in the simple present tense and simple past tense materials. Overall, the use of Kahoot not only improves grammar understanding scores but also contributes to enhancing learning motivation among students. Therefore, the use of the Kahoot application can be considered as a beneficial tool in teaching grammar understanding to eighth-grade students at SMPN 7 Alla, Enrekang.

Keywords: Kahoot Application, Grammar, Simple Present Tense, Simple Past Tense

ABSTRAK

Penelitian ini bertujuan untuk menentukan efektivitas penggunaan aplikasi Kahoot dalam meningkatkan penguasaan tata bahasa siswa. Metode kuantitatif dengan desain pra-eksperimen digunakan, melibatkan 25 siswa kelas VIII yang dipilih melalui sampling acak berkluster. Sebuah tes pra-eksperimen dilakukan untuk mengukur kemampuan awal siswa, diikuti dengan intervensi melalui pengajaran tata bahasa menggunakan permainan Kahoot, dan tes pasca-eksperimen diberikan untuk mengukur peningkatan. Rata-rata skor pra-tes adalah 52,48, sedangkan rata-rata skor pasca-tes adalah 80,64. Berdasarkan analisis uji t berpasangan, ditemukan perbedaan yang signifikan ($p = 0,000 < 0,05$), yang menunjukkan bahwa intervensi tersebut efektif. Studi ini menunjukkan bahwa penggunaan Kahoot efektif dalam mengembangkan pengetahuan tata bahasa siswa, terutama dalam memahami aturan penggunaan tata bahasa pada materi tense sederhana sekarang dan tempo lalu. Secara keseluruhan, penggunaan Kahoot tidak hanya meningkatkan skor pemahaman tata bahasa tetapi juga berkontribusi dalam meningkatkan motivasi belajar di antara siswa. Oleh karena itu, penggunaan aplikasi Kahoot dapat dipertimbangkan sebagai alat yang bermanfaat dalam

mengajarkan pemahaman tata bahasa kepada siswa kelas 8 di SMPN 7 Alla, Enrekang.

Kata Kunci: Aplikasi Kahoot, Tata Bahasa, Simple Present Tense, Simple Past Tense.

A. INTRODUCTION

Grammar is the study of the way words and elements are organized to form meaningful sentences (Asiva Noor Rachmayani, 2015). In English language learning, grammar has its own level of difficulty. Initial observations conducted at SMPN 7 Alla Enrekang showed that eighth-grade students had difficulty understanding grammar, mainly due to a lack of variety in learning and limited knowledge of vocabulary and grammar. As a result, their grammar skills did not improve. This situation requires an important role and attractive and effective learning strategies to improve grammar knowledge skills.

One method that can improve grammar skills is to use media as a learning tool. Kahoot is a web-based learning platform offering interactive quizzes and educational games. Moreover, Kahoot can be regarded as an interactive learning tool, as it is applicable across a range of educational activities, such as preliminary tests, final tests, practice

questions, content reinforcement, remedial lessons, enrichment exercises, and other educational interventions (Bahar et al., 2020). In previous studies, Ningtias et al., (2023), a research project was undertaken to assess the effect of Kahoot on eighth-grade students' mastery of English grammar. The results showed that students experienced an improvement in their grammar skills after using Kahoot, which indicates a significant impact on their grammar skills. However, most existing studies focus on grammar in general and do not examine specific aspects of grammar, such as identifying main ideas, detailed information, and expanding words and sentences.

This study stands out for its analysis of the extent to which Kahoot can improve students' grammar performance. In addition, the current study contributes a fresh insight by focusing on junior high school learners in Indonesia, particularly at SMPN 7 Alla Enrekang, where such studies are still rare. Understanding the

effectiveness of Kahoot in terms of grammar will provide valuable knowledge for varied and effective learning practices in class.

Therefore, the present study aims to examine the extent to which Kahoot can improve students' grammar skills, especially in its main structures. By examining the use of varied, effective, and interactive learning strategies and methods, this study aims to serve as a forum for the development of learning media such as Kahoot, which supports students in developing and improving their grammar skills, which are very important for academic success and lifelong learning.

Grammar is a system of rules that governs the structure of language, including the structure of clauses, phrases and words (Leech, G, 2020). Grammar is a set of language rules that allow someone to compose sentences to convey meaning in communication (Singodiwongso & Susilawati, 2021). Then, Collerson (1994:2) in (Amri Hisyam and Yetti Zaini, 2012) that grammar is a certain method of selecting and arranging words and other elements according to certain regulatory principles every

time we use language, whether when writing, reading, or just thinking.

Mastery of grammar, particularly tenses, plays a vital role in developing students' English language proficiency. Grammar provides the structural foundation that enables learners to construct effective sentences, express ideas clearly, and comprehend texts better (Ayu & Sari, 2022). As a key element of grammar, tenses function to indicate time and aspect in communication, helping learners distinguish when actions occur and how they relate to one another (Fitria, 2022; Yuswardi et al., 2021). Therefore, improving grammar mastery of tenses requires systematic learning, active use of English in reading and listening, regular exercises, and constructive feedback from teachers or peers (Rahman et al., 2021).

In this study, grammar mastery is measured through three key indicators: main idea, detailed information, and word and sentence. McWhorter (2010) states that understanding the main idea involves comprehending the core meaning and function of grammatical structures, allowing students to use grammar accurately in communication, such as

applying tenses to express daily habits or general truths. Langan (2014) explains that detailed information supports and clarifies the main idea through facts, examples, or rules that deepen understanding. Furthermore, Harmer (2001) defines a word as the smallest meaningful unit of language, while Thornbury (1999) describes a sentence as a group of words structured according to grammatical rules to express a complete thought.

In studying grammar, there are several concepts such as tenses. Tenses help us to indicate when an action or event happened, is happening or will happen (Fitria, 2022). There are five main tense categories frequently found in English usage, covering present, past, and future forms, including continuous and perfect aspects, which, although basic, remain essential at various educational levels to prevent misunderstandings in communication (Ika et al., 2024). For example, students may misunderstand how to construct correct grammatical structures, so it is necessary to know the parts of speech that make up tenses.

In conclusion, grammar is a set of guidelines or principles for

organizing words and other linguistic elements into grammatically correct sentences, thereby giving the meaning or importance for individuals using the language, whether through speaking, listening, writing, reading, or even in thought. It contains various concepts and structures to enhance knowledge.

In today's digital era, teachers and students face new challenges in maintaining focus and enthusiasm for learning. Many students are more interested in gadgets, making classes feel monotonous if learning methods are not engaging. Therefore, teachers need to apply innovative and interactive approaches, such as using online learning games like Kahoot, to create a fun and motivating classroom environment (Ndraha & Harefa, 2023; Yulianti et al., 2022). Kahoot, which combines quizzes and games, can be utilized for various learning activities—such as assessments, practice, and material reinforcement supporting the development of learning that is both effective and enjoyable (Bahar et al., 2020; Sulistiyawati et al., 2021).

An effective learning process requires suitable strategies that enhance students' motivation and comprehension. Teachers should

avoid one-way and overly fast explanations, instead encouraging active participation to strengthen conceptual understanding (Purwanto, 2011). Game-based learning allows students to think critically, solve problems, and engage more deeply in the learning process (Andari, 2020). One such platform is Kahoot, which offers features like games, quizzes, discussions, and surveys—though games and quizzes are most commonly used. Overall, Kahoot helps boost students' motivation and interest, fosters interactivity, and promotes greater engagement in classroom learning (Bahar et al., 2020).

Kahoot offers several features games, quizzes, discussions, and surveys but the most frequently utilized are games and quizzes, where each answer choice is visually represented to enhance engagement (Daryanes & Ririen, 2020). This platform provides multiple benefits, including boosting students' motivation and interest, creating a more interactive atmosphere, and fostering greater participation in learning activities (Bahar et al., 2020). Its collaborative design also promotes teamwork and discussion among

students, while its flexibility allows use across different subjects and educational levels. The game elements make learning more enjoyable, and its key features such as varied question types, leaderboards, time limits, and cross-platform integration encourage active competition and accuracy. Moreover, Kahoot ensures data security and provides analytical tools that help teachers monitor student progress and enhance learning quality (Andari, 2020).

Kahoot in its use certainly has advantages and disadvantages for its users. Kahoot has several key advantages that make it an effective learning tool. Before using Kahoot games, users must first design a quiz or survey by registering, logging in, and following the platform's step-by-step setup instructions; the tool supports various quiz and survey features (Bunyamin et al., 2020). Kahoot has several features that are very interesting to use as learning media. These features can be accessed via the link <https://kahoot.com/>.

B. RESEARCH METHOD

This study employed a quantitative research design that provided a

structured framework to guide the investigation and ensure research validity. A well-organized design helps align objectives, theories, instruments, and data collection procedures to achieve reliable outcomes. Quantitative research, as described by Babbie (2010), involves the use of numerical data to test hypotheses and answer research questions. Specifically, the present study utilized a pre-experimental design with a single group, involving both pretest and posttest measurements, the assessment of participants took place before and after treatment. By comparing pre-test and post-test results, the researcher aimed to evaluate the effectiveness of the intervention in achieving the study's objectives (Effendy, 2016).

The investigation was carried out in 2025 with eighth-grade students of SMPN 7 Alla as participants. The population consisted of all eighth-grade students divided into five classes, each comprising approximately 25 to 29 students. According to Kunto (2010), a sample represents a subset of the population selected to reflect its characteristics in a study. The researcher applied a cluster random sampling technique,

randomly selecting one class, class VIII A, which included 25 students as the sample for this research.

The data in this study were collected using grammar tests administered as pre-tests and post-tests to evaluate students' mastery of English grammar. According to Fitria and Prastiwi (2020), a grammar test is an assessment tool designed to measure language accuracy, particularly in grammar, sentence structure, and word usage. In this study, the test focused on simple present and simple past tenses, consisting of 25 multiple-choice items developed by the researcher to assess students' grammatical understanding and proficiency.

Data collection in this study was conducted systematically to obtain accurate and reliable information related to the research variables. The collected data consisted of students' grammar test results throughout the instructional activities of eighth-grade students at SMPN 7 Alla. Two types of tests were administered—a pre-test and a post-test—to measure students' grammar mastery before and after the learning treatment.

The data obtained from both the pre-test and post-test were analyzed using the following steps:

- a. Assessment of students' correct answers in the pre-test and post-test using the formula:

$$Score = \frac{\text{Students' correct answers}}{\text{Maximum score}} \times 100$$

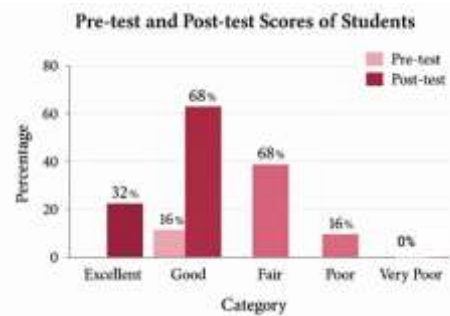
(Adopted from Lisanty, 2022)

- b. The score classification of grammar from (Baeha et al., 2023)
- c. Using IBM SPSS Statistics 27, the researcher conducted a Paired Sample t-test to determine the significance of differences between pre-test and post-test outcomes.

C. FINDINGS AND DISCUSSION

The results of this study demonstrate that Kahoot is an effective tool for enhancing students' grammar mastery. The significant difference in scores before and after the treatment was from 52.48 to 80.64. Significant gains in students' grammar abilities were observed when Kahoot was applied as a learning medium in English classes.

1. Grafik 1 The Frequency and Percentage of Students' Pre-test and Post-test Scores of Grammar Mastery



The table indicates that prior to the treatment, none of the students achieved an excellent score; 4 students (16%) scored good, 17 (68%) scored fair, and 4 (16%) scored poor. The post-test results showed significant improvement 8 students (32%) achieved excellent scores, 17 (68%) achieved good scores, and none fell into the lower categories.

2. Table 2 Mean Score and Standar Deviation

Mean Score and Std. Deviation			
Std. Deviation	Pretest	Posttest	N
Mean	52,48	80,64	25

The standard deviation decreased from 9.75 in the pre-test to 3.77 in the post-test, indicating that students' scores became more consistent after the treatment. This reduction in variability and the substantial rise in the mean score suggest that students experienced notable improvement in their grammar mastery. Hence, it can be concluded that the use of Kahoot was effective in

enhancing students' understanding of grammar, particularly in the simple present and simple past tenses.

The study also explored improvements in three specific indicators of grammar mastery: main idea, detailed information, word and sentence. The main idea indicator increased from 50% in the pre-test to 80% in the post-test, detailed information rose from 53% to 81%, and word & sentence improved from 52% to 80%. Among these, the main idea indicator showed the greatest improvement, suggesting that students made notable progress in identifying key ideas and sentence structures after the treatment. The findings further reveal that students demonstrated a stronger mastery of the simple past tense compared to the simple present tense, as shown by the higher scores in the main idea and detailed information indicators, which are closely associated with the application of past tense forms. Meanwhile, the improvement in the word & sentence indicator, representing the simple present tense, was slightly lower. This suggests that students found it easier to grasp contextual meanings and time references of past actions after

learning through Kahoot. Overall, these findings confirm that Kahoot effectively enhanced students' grammar proficiency, particularly in understanding the simple past tense, which showed the most significant improvement in this study.

The statistical analysis using a paired sample t-test confirmed the significance of the improvement. The two-tailed significance value of 0.000, well below the 0.05 threshold, demonstrates that the difference between pre-test and post-test scores was not due to random chance. Therefore, it can be concluded that Kahoot is effective in improving students' grammar mastery.

This study found not only an improvement in their grammar comprehension, but also an increase in their interest and motivation to learn it. Not only did their ability to understand grammar improve, but their interest and motivation to learn grammar also increased. Such outcomes are in accordance with the findings of (Ningtias et al. 2023), who found that the use of Kahoot significantly improved the grammar proficiency of eighth-grade students. Similar to this study, their research shows that integrating Kahoot into

grammar teaching not only improves students' understanding of tenses but also increases their engagement and participation during the learning process.

This study still has several limitations. First, this study only used one group without a control group for comparison, so it cannot be concluded with certainty that the improvement in students' grammar proficiency was solely due to the use of Kahoot. Other factors may also have influenced the results of the study. Second, the grammar material in this study was limited to the present simple tense and past simple tense. Therefore, these findings do not represent students' grammar proficiency in general. For future research, it is recommended to include more grammar topics and use two different groups so that the results are more valid and generic.

E. Conclusion and Suggestion

In conclusion, the findings of this study provide clear evidence that the use of Kahoot is effective in improving students' grammar mastery. The application of Kahoot-based learning contributes to a significant improvement in students' understanding of grammar, especially in mastering the present simple and

past simple tenses. This improvement is reflected in key aspects of grammar mastery, such as identifying main ideas, understanding detailed information, and constructing accurate sentences. In addition, the integration of Kahoot increases student motivation and engagement, transforming grammar learning into a more interactive and enjoyable experience. These results confirm that Kahoot serves as an effective digital learning platform in enhancing both cognitive and affective aspects dimensions of language learning, making it a valuable resource for improving students' grammar competence in English classes.

This study aims to introduce them to innovative media and technology in English language learning, so that they can understand the material more effectively and use game-based platforms such as Kahoot with ease. In addition, this study also aims to increase enthusiasm and reduce boredom during the learning process. The Kahoot app can help teacher create more diverse and engaging learning methods. Therefore, researchers strongly recommend that teachers integrate Kahoot into their grammar

teaching. And the last, this study only examined the use of Kahoot in grammar learning focused on the present simple and past simple tenses in one school. Therefore, future research is recommended to test the effectiveness of Kahoot on more complex grammar topics, compare it with other digital media, involve a more diverse sample, and apply a true experimental design to obtain more accurate and comprehensive results regarding the advantages and limitations of Kahoot as a grammar learning tool.

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