KAHOOT: A Game Based Platform for Learning Reading

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Abstract: This paper reviews Kahoot as a game based learning platform particularly in reading. It provides teachers an opportunity to create game or quizzes and take the scores simultaneously. Moreover, through Kahoot, the students can work hand in hand with their group and compete each other with another group. This situation will enhance their intention to learn and increase their achievement. This research revealed that using Kahoot could increase students reading comprehension.

Keywords: *KAHOOT, reading, online platform*

INTRODUCTION

Language is the most important skill that we have to master for our communication. We cannot get satisfied if we only master in our native language. We need to be able at least understand the foreign language, especially English. Therefore, study English is very important for us. There are four basic skills that we have master in English, those are reading, listening, speaking and writing. Speaking and writing are considered as productive skills in English, while reading and listening are classified as receptive skills in English. It means that to be able in productive skills we have to master receptive skills first especially reading. Ronan Amanda (2015) stated that reading comprehension needs to be a part of all subject areas. Students cannot master complex scientific concepts, comprehend historical treaties, or follow complex logic

problems without it. Content areas deal with complex texts that require analytical reading skills. Students in social studies, science, and math classes have to be able to compare and synthesize ideas, and use specific academic vocabulary (Ronan Amanda, 2015).

For English teacher, teaching reading is not an essay job. There are a lot of problems faced by the students relating to reading comprehension. Consequently, the teacher need to find the best method to make the students easily understand in reading class and make them enjoy when they are enganged in reading activities. An alternative media that the teacher can be used is game-based learning platform. Icard Beverly (2014) explains that game-based learning has been used as a best practice to engage students for reviewing class content. Creating an atmosphere where students are critically thinking and engaged is essential for student's learning (Icard Beverly, 2014). Furthermore, he suggested that students should be enticed by the competitive nature of the game if it is going to be a valuable learning experience for the students. According to Icard students benefit from using digital games in the classroom by learning how to handle success and failure as well as how to use critical thinking and problem-solving skills. Based on the description above, Kahoot is considered as an appropriate game based learning platform that the teacher can use for improving student's reading skills.

THEORETICAL REVIEW

1. Problems in Reading Skills

Every student has different ability to understand reading texts. Reading begins with mastering pre-literacy skills, including learning alphabet and enhancing phonemic awareness. Nation Kate (2004) stated that reading comprehension is not a simple matter of understanding each individual word. All models of comprehension recognize the need for readers to build up a mental representation of text, a process that requires integration across a range of sources of information, from lexical features through to knowledge concerning events in the world (Nation Kate:2004).

The research conducted by Medjahdi Babaiba in 2015 revealed that around 48% the children have problems with ambiguous words and cannot understand the whole text while 20% of them claim that they have problems with confusing words such as deceptive words. 16% of them have problems in reading aloud. Some of them say that while they are reading aloud, their classmates laugh at them particularly when they cannot read perfectly. As a result, they consider reading aloud as an obstacle. Students' difficulties of pronunciation reaches 16% (Medjahdi Babaiba: 2015). Furthermore, this research also explains that reading habit in English is very important to influence comprehension in reading.

2. The Advantages of Using Game for Learning

Teyssier Yann, 2016 explain 5 advantages of using games for learning as follows:

a. Less expensive, more flexible

Most of the time, learners must cross the world to attend the classroom training. This is forcing them to waste time and energy during travel. Each time, those direct and indirect costs will be supported by the company. Digital game learning minimizes all the constraints and costs mentioned previously. You can create several games for learning and export them to you learners. They can do it whenever they want and from where they want.

b. They enhance motivation

Everybody likes to play and have fun, even when you learn about reading skills and the students should understand in the whole text. Moreover, when you add rewards or achievement inside of your game will enhance their motivation even more than a simple game. The students want to win in the game and have the best result they can. For example, you can give reward for your learners with small gifts if they win the game or you can give the additional score for the winner in that game. Even if it is

small gifts, it will keep the desire to win for your learners and they will have the impression you care about their training.

c. They help setup engaging scenarios

The more important thing in games for learning is to have an engaging scenario. A scenario is a combination of environments and characters that make you learners feel they are in a real universe. They must be familiar with the game's environment to care about their training. The closer to the reality the scenario will be, the more the learners will be engaged into the training.

d. They establish educational goals

Educational goals are important ingredients of engaging games for learning. It will be the most important part to allow your learners to earn new skills. When you create games for learning, you must have established your educational structure if you want to set up your training as a professional training and not as simple games. This is the only part you cannot do with a serious games authoring tool. You must know where do you want to lead your learner. What skills do you want them to improve?

e. They help evaluate your learners with many ways

One of the main advantages of games for learning is you can evaluate your learners by different ways. In a classic training, you can evaluate your learners by a quiz at the end of the training. Not only in a classic training, several possibilities are offered to you. Of course, you have the possibility to choose a classic quiz to evaluate your learners, with MCQ, open questions, or slider questions. And the main evaluation can be all along the game.

THE IMPLEMENTATION OF KAHOOT

Kahoot is a free game-based learning platform used by millions of people around the world every day to discover, create, play and share learning games. Kahoot

can be used for any subject, any age, and with any device - and players don't even need to register for an account. There are over 25 million people using Kahoot every month in hundreds of different settings, from classrooms to business meetings to charity fundraisers, awards ceremonies and events. One of the things that makes Kahoot so unique is that it's a platform where you decide on the content, the imagery and how the game is played. You can either choose one of the 8.5+ million free public games and adapt it for your own learners, or create something of your very own from scratch (Get Kahoot.com).

The distinguish benefit between Kahoot and other game based learning platforms is the one who provide the explanation or the questions is the teacher. The application only design and make it more beautiful. Furthermore, we can add some videos music, picture and whatever you want. Every files that you put inside of the application should correlate with the lesson otherwise, your class will be not effective at all. Moreover, you can also make the student's cell phone more benefit rather than only chatting and doing something useless. Internet is the weakness of using this media you should have good connection, so make sure that the teacher and all of the students have connected to the internet and have register in Kahoot account.

a. How does Kahoot work?

1) Create

Create a fun learning game in minutes – we call these 'Kahoots'. You can make a series of multiple choice questions or try our new game – Jumble. The format and number of questions are entirely up to you. Add videos, images and diagrams to your questions to amplify engagement.

2) Play

Kahoots are best played in a group setting, for example, a classroom. Players answer the questions on their own devices, while games are displayed on a shared screen to unite the lesson. It creates a 'campfire moment' encouraging

players to look up and celebrate together. Besides creating your own Kahoots, you can search among millions of existing games.

3) Share

Social learning promotes discussion and pedagogical impact, whether players are in the same room or on the other side of the globe. After a game, encourage players to create and share their own Kahoots to deepen understanding, mastery and purpose, as well as engage in peer-led discussions. When a learner becomes a leader, that's a true magic moment!

4) Reinforce

Practice makes perfect! With the challenge feature and our mobile app, you can assign Kahoots as homework. Students play Kahoots on their phones for revision and reinforcement, training their classroom superpowers anytime. In homework challenges, questions and answers will appear on their phone screens. Choose a Kahoot, assign it as a challenge and share the link or PIN with your students. Make homework awesome!

b. How to play your first Kahoot

Kahoots are best played in a group setting, like a classroom or a conference room – or even with family in the living room. Games are displayed on a shared screen – for example a smart TV, a laptop or an interactive whiteboard. You can also use screen sharing tools like Appear In, Skype or Google Hangouts to include players from other classes or other parts of the world. Players join in using their own device – whether that is a smartphone, iPad, Kano, laptop, or desktop doesn't matter, as long as they have a browser and good internet connection.
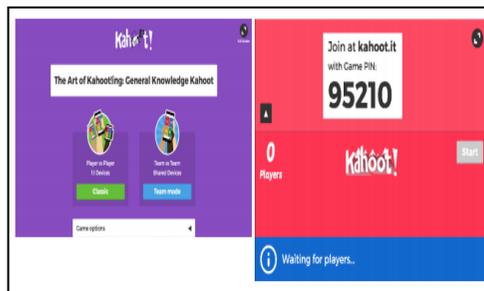
Step 1. Find a game to play

Either choose one of the millions of publicly available Kahoot, or one that's been shared with you, or one you created yourself. Click "Play".
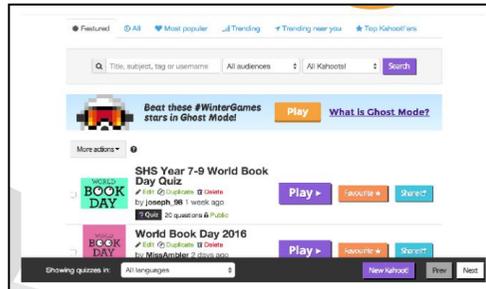
**Step 2.** Launch the game so players can join

Change the Game Options if you like, and then click Classic to play with one device per person, or Team Mode to play with one device per team.

A unique Game PIN will be displayed at the top of the screen. Players go to Kahoot.it and enter the Game PIN, then enter their nickname.
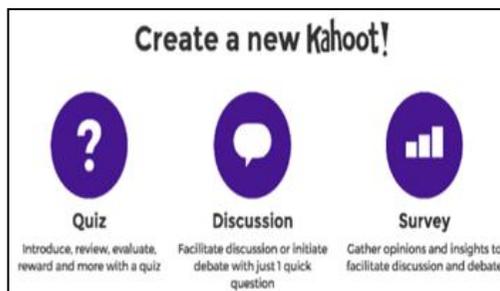
Step 3. Play the Kahoot

Click "Start" once you can see all the players' nicknames on the "lobby" or waiting screen. During gameplay you can use the space bar or your mouse to go to the next question.
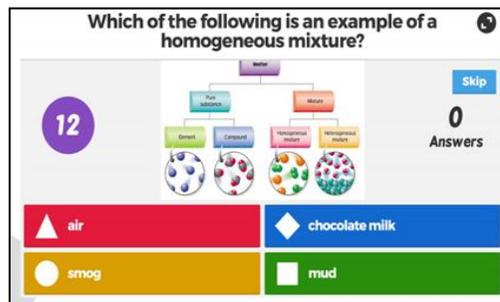
c. How to start the quiz in Kahoot

Step 1. Log in and click Quiz, Discussion or Survey

Log in to create Kahoot and click Quiz, Discussion or Survey to create a fun learning game in minutes, made from a series of multiple choice questions.

Step 2. Add a description, tags and cover image

Adding a good description helps you define learning objectives for the game and keep it focused. Using descriptive #tags will ensure other people can find it easily. A great cover image helps the Kahoot stand out and attract more players.

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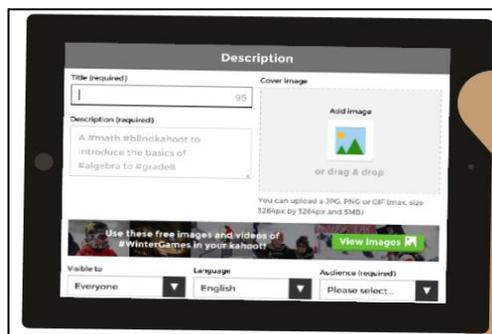
Step 3. Create the learning game by adding questions, answers and imagery

Follow the instructions on-screen to add questions, answers, images and video clips. You can also fine-tune the Kahoot using different timer and points settings or setting multiple correct answers.

CONCLUSION

Kahoot is wonderful. Not every student acquires reading skills at the same rate. Most of students feel that reading is very boring. They get difficult to understand reading text. Students need to do something different and combine with their reading activity. Game-based learning is a best media in reading activity and finding ways to integrate competitive games in the classroom. Promoting to master in receptive skills in English is very important for educators before they could able to do productive skills such as speaking and writing.

Kahoot, a kind of game-based learning, creates a fun and competitive environment that can develop student's interest when they study about reading. After the students read the text, then the teacher shows some questions that the teacher has made before in Kahoot. The game will be very interactive because the students will compete each other to become the winner. Furthermore, the teacher can add the reward or the achievement to make this game more interesting. The end of this game the teacher can see the score of the students that make the teacher easier to measure the understanding of the students after they read the text. To play with this game either the educator or the students should connect with the internet connection. So let's try to use this media to teach English, I believe that if you can master to use this media. Your class will be very interesting and understanding reading text will not difficult for the students.

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