



Utilization of Kahoot Application as a Learning Evaluation Tool on the Basics of Accounting Material for Service Companies in Class X

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Abstract. This study aims to determine the improvement of the Kahoot X application of as a learning evaluation tool on learning the basics of accounting and how students respond to the Kahoot application. In this study, using quantitative methods with an experimental method approach with a research design, one group pretest and one group posttest, with the population in this study being class X totaling 33 students, one class was taken as a purposive research sample. In the data collection technique in this study, using tests, namely pre-tests and post-tests, to find out how students improve and questionnaires to find out their responses. Then for data analysis using several tests, namely validity tests, reability, classical assumption tests, and hypothesis tests. The results showed that the Kahoot evaluation tool significantly affected student learning outcomes. This can be shown from the increased N-Gain value and the acquisition of a calculated T-value of 19.022, which means that the Thichung is greater than the ttabel (19,022 1,697) with a significance of 0.000 less than 0.05. As well as a good response from students, there were results of 70% of students who agreed that the Kahoot application could be used for evaluation tools on learning the basics of accounting. So that the kahoot application can be used as a learning evaluation tool and improve learning outcomes.

Keywords: Kahoot, Learning Evaluation, Learning Outcomes

INTRODUCTION

Education is a process in order to influence students to be able to adjust as well as possible to their environment, as well as an effort to improve the quality of human resources and as a source of assets for a nation's education. Thus it will give rise to changes in him that allow to function in a balanced way in the life of society. Educational success can be influenced by several factors such as the educational component, education success will be achieved if changes and updates in all components of education. The components of education that can influence are the curriculum, teachers, students, facilities and infrastructure, and appropriate learning methods. The right educational process will affect the quality of students, through education will produce

changes in behavior.

Efforts to increase the effectiveness of learning in the classroom are by providing stimuli so that students can be motivated to learn, one of which is with interesting and innovative evaluation media. This can train the mindset to think critically, especially using evaluation media by utilizing technology to be more practical and efficient to increase the attention of students so that they can increase understanding of the material. This is explained by Guardia (2019), that there is a need for a participatory evaluation system that uses a high-level assessment method and can produce greater student participation so that students are more empowered and can improve the quality of education.

Based on the results of observations and interviews with several students at one of the vocational schools in Majalengka district, that the evaluation system used in schools is only in the form of a written test, students do not feel challenged so they are not motivated to study harder besides that the learning style is less than optimal and bored making students less interested in learning accounting. Even though learning the basic science of accounting is very important, it was also revealed by Rochanda (2017), that accounting science is increasingly important in its role in the development of science and practice in the field. These problems will affect student learning outcomes. According to (Rusmono, 2017) Learning outcomes are changes in individual behavior that include the cognitive, effective, and psychomotor realms. These behavior changes are obtained after students complete their learning programs through interaction with various learning resources and environments.

According to the results of a preliminary study in class X students totaling 3 people who dealt with Accounting found it difficult to understand the basics of accounting material, even when carrying out the test the students felt that the material taught a few weeks earlier had forgotten besides that also some other students felt that accounting learning was very monotonous and difficult to understand. This will affect student learning outcomes and also affect learning objectives. Studying the basics of accounting needs to develop varied learning methods, multiplying exercises to train students' abilities. The learning outcome is that if someone has learned there will be a change in behavior in that person, this is an explanation according to Oermar Hamalik (2009) in (Nurrita, 2018). In addition, according to Winkel Dalam (Nurrita, 2018), "States that learning outcomes are an internal ability that has become a person's personal property and the possibility of that person doing something according to the abilities he".

An effort to improve student learning outcomes is to use interesting evaluation media so that students are more challenged and become more enthusiastic in learning. One of the evaluation media is using the Kahoot. Kahoot application, which is a game-based learning that can be installed for free and has several interesting features so that students can actively learn and can influence social emotional development between each other and their peers. This was revealed by Harlina, et al (2017) Kahoot is one of the alternative choices of various interactive learning media that can be used as a learning process to be fun and not boring for students and for teachers. The statement is in accordance with what is felt by students who experience boredom in learning and are too monotonous so that it is difficult to understand. So Kahoot is the right application for evaluation media and as a reflection of learning, because this application emphasizes a learning style that involves the role of student learning activities through participants with their peers competitively towards the learning they are or have learned.

The newness of this study is to conduct a medium for evaluating Kahoot in the basics of accounting so that in the end it will produce the learning results obtained. By using kahoot evaluation media can help students in learning so that learning is not easily bored so that it will increase interest in learning and will get increased learning outcomes. This is in research (García Reyes, 2013) by applying Kahoot learning media can increase student activity in the teaching and learning process. So that teachers and students cooperate with each other and the learning process is more optimal with the existence of this learning media. The statement is similar to Plump and Larosa's (2017) study suggesting that Kahoot increases student engagement by attracting students, even the most introverted ones, as well as supporting learning and increasing active participation in the classroom. In addition, research findings (Batsila & Tsihouridis 2018; Licorish et al., 2017; Medina & Hurtado, 2017) which proves that Kahoot is capable of making the learning atmosphere more enjoyable.

Kahoot is one of the game-based learning media according to Luthfi and Walidi (2019), "The kahoot application is an online game developed to answer all challenges in the learning process, because kahoot is an educational online page because it provides features that can be used as a learning medium". Kahoot is one of the games that uses a website for <https://kahoot.com/> teachers and a website for learners, namely <https://kahoot.id/> this kahoot application can be installed for free. According to Sumarso (2019) "The Kahoot application is an online where quizzes can be developed and presented in a game format. Points are awarded for correct answers and participating learners will immediately see the results of their responses". The features contained in this kahoot application can be used as assessments such as online

quizzes, discussions, surveys with different features of how to play. In addition, this Kahoot application when answering questions can answer with images that represent participants' answers.

In the kahoot application there are several advantages, one of the advantages of kahoot is that kahoot can be easy to use. This is in line with the opinion of Fauzan (2019:256) and Putri & Muzakki (2019:221) who said that: Kahot provides ease of use and access through smartphones and personal computers (pc), Kahoot can be used for learning and training, among others, as a medium for assessment, giving study assignments at home, and being used as entertainment in learning activities, creating a user-friendly design by paying attention to user comfort, The use of Kahoot does not require the installation of applications, because it is made with web-based software so that no certain hardware and software are needed in its use, has an allocation of time to answer questions and can be accessed for free. There is an assessment result analysis feature that teachers can use to make analysis and corrective actions, varied game content that can be entertainment in learning.

METHOD

This research uses experimental methods, as explained (Somantri, 2018) The experimental method is one of the learning methods that can actively involve students in learning. Through the application of the experimental method, students can be actively involved in learning by conducting experiments / practicums. This One-Group Pretest-Posttest research method was carried out against a single group without a control group. In the study, it was adjusted to the goal achieved, namely testing Kahoot media as an evaluation in the basics of accounting material focusing on service company materials to see the consequences of a treatment. This is the same as the opinion (Sugiyono, 2019) the results of the treatment can be known more accurately because they can compare with the situation before being treated.

The One-Group Pretest-Posttest design consists of a predetermined group. In this design, two tests were carried out, namely before being given treatment (pretest) and after being given treatment (posttest).

$$O_1 \times O_2$$

O1= Pretest value (before treatment)

X = Treatment

O2= Posttest value (after treatment)

This study was conducted using populations and samples. According to (Sugiyono, 2019), "Population is a generalization area consisting of objects or subjects that have certain quantities and characteristics set by the researcher to be studied and then drawn conclusions". The population in this study was class X students at one of the SMKN in Majalengka Regency, one class was taken as a purposive research sample. The sample according to (Notoatmodjo S, 2018) the sample is an object that is studied and is considered to be representative of the entire population.

DISCUSSION

This study was conducted in one of the public schools in Majalengka Regency with a population of class X Accounting students. In this study, it used a sample of one class as an experimental class that used Kahoot learning media with sub-subjects regarding service company accounting with a total of 33 students. The learning process is carried out in class X Accounting. At meeting 1 used Kahoot media as a learning evaluation medium. Based on the Learning Implementation Plan (RPP) research with accounting sub-materials of service companies is chosen because it is considered suitable in accordance with the competencies to be studied. The Kahoot media learning evaluation model as a model chosen in the evaluation process to find out the Kahoot application can be used as an evaluation medium.

The results of this study include test data sheets and questionnaires. Test data includes pre-test and post- test, the collection of this test data is used to determine the use of the Kahoot application in the accounting learning of service companies. As well as a questionnaire to find out the response of students to the kahoot application. In the results of this study, validation was carried out by (1) media validators of 76% which were Statistic Df Sig. Statistic Df Sig. categorized as quite valid and (2) question validators of 88% which were categorized as very valid. The results are processed using the following formula:

$$Rxy = \frac{\sum (\text{validation score of each validator})}{\sum (\text{maximum validation score})} \times 100\%$$

Information:

rxv = validated component

Furthermore, to calculate the percentage of the overall validity of teaching materials, it is used as follows:

$$P = \frac{F}{N \times n \times \text{bobot tertinggi}} \times 100\%$$

Information

P = overall percentage of validity of media

F = number of validation scores from each validator for all validation components

N= the number of validators

a= the number of validated components

Table 1. Media Validation Criteria

No	Validation Criteria	Validation Level
1	85,01%-100%	Very valid, can be used without revision
2	70,01%- 85%	Quite valid, usable but needs a slight revision
3	50,01%- 70%	Less valid, it is recommended not to be used because it needs a lot of revisions
4	01,00%- 50%	Invalid, should not be used

This study uses a normality test, according to (Ghozali I, 2018) The normality test is a test that aims to find out whether independent and dependent variables have a normal distribution or not. In this study, the Shapiro test was used with if the Sig > 0.5 then the data was distributed normally.

Table 2. Shapiro-Wilk One Sample Normality Test

Tests of Normality

	Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Statistic	Df	Sig.	Statistic	Df	Sig.
Pre Test	.167	33	.020	.956	33	.200
Post Test	.183	33	.007	.947	33	.105

a. Lilliefors Significance Correction

Source: Processed SPSS Vr.23

This study used 20 pre-test and post-test multiple-choice questions, 10 treatment questions on the kahoot application. Before this question is given to students, a trial of validity and reliability is carried out and measures the level of difficulty of the question and the differentiating power of the question. Based on the table above, there are pre-test value results of 48 and a value of 84 post-tests as large as the N-Gain value of 0.70 which is categorized as high. So that the value of N-Gain learning outcomes is a good improvement for the basics of accounting material, especially in service company materials.

Based on the calculation results from the table above, the magnitude of the number is 0.05 and $dk = (n - k - 1)$ or $(33 - 2 - 1) = 30$. So that the Ttabel value of 1,697, it can be known that the kahoot (X) application evaluation media variable for learning outcomes, from the paired sample test table above obtained a calculated value of 19.022 which means that the calculation is greater than the ttabel ($19,022 \geq 1,697$) with a significant calculation of 0.000 smaller than 0.05 then H_0 is rejected and H_a is accepted meaning that the hypothesis shows that kahoot evaluation media affects learning outcomes.

Learner Responses

This study, using a questionnaire to determine the response of students to the Kahoot evaluation media which amounted to 15 statements using a likert scale of 1-5. Filling out the questionnaire is carried out at the end of learning when you have carried out the post-test. And the result of the calculation of each item of the statement uses the following formula:

$$P = \frac{f}{N} \times 100$$

Information:

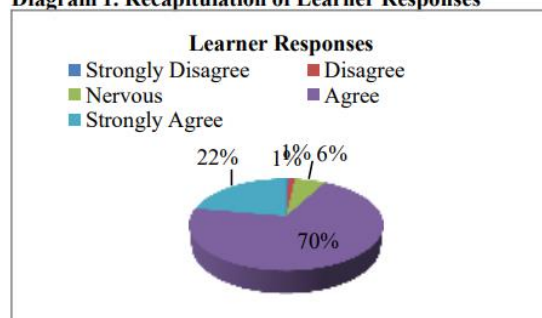
P= Percentage Number

F = Raw Score obtained

N = Maximum Score

From the results of data processing, a questionnaire of student responses to the kahoot evaluation media obtained results in the form of diagrams as follows:

Diagram 1. Recapitulation of Learner Responses



Source: Primary Data (2022)

Based on the data above, it is the result of a recapitulation of student responses using questionnaire questionnaires given at the end of learning. There were the highest results of 70% of students who agreed with Kahoot's evaluation media. those results can be categorized as strong. So it can be concluded that the student's response to the Kahoot application showed a good response. Similar to the research conducted by (Arief Masyruhin, 2022), namely the response of students to the kahoot application in his research entitled the development of kahoot games as a medium for evaluating student learning outcomes getting response results obtained on average all components got the "very good" category with a percentage of 92%. In addition, there is also this study which is in line with the response of students on the kahoot application, namely (Ningrum, 2018) entitled an interactive quiz based on kahoot games to student learning outcomes which obtained the result that out of 44 students as many as 38 students had a good response to the use of Kahoot.

CONCLUSIONS

Kahoot evaluation media is an aspect of learning activities that can help teachers as educators and students as students. Kahoot evaluation media as one of the efforts to increase understanding in the accounting materials of service companies. Based on the results of the t-test known in the previous discussion, there were results with a significance of 0.000 smaller than 0.05, so H_0 was rejected and H_a was accepted, meaning that the hypothesis showed that Kahoot's evaluation media had an effect on learning outcomes. In this case, it means that

Kahoot's evaluation media has a positive and significant effect on student learning outcomes. In addition, it is also proven by the N-Gain value which gets the average pre- test 48, post-test 84, and N-Gain value of 0.70 with a high category. As well as the response of students, 70% of students who agreed and were interested in using Kahoot as a medium of evaluation in the accounting subjects of service companies.

Based on the conclusions and results of the research discussion above, it can be given some suggestions, the first of which is that the development of learning evaluation media is further improved, this is an important aspect to know the extent of students' understanding themselves. Second, for teachers, as often as possible, they conduct learning evaluations for students, so that students can be trained in student abilities, in order to produce improved learning outcomes. The three schools are expected to support the learning program program to improve student learning outcomes and provide learning support facilities so that students are more active in developing service company accounting materials. Fourth, for subsequent researchers, if the researcher wants to conduct research on the same topic, it is expected to increase the number of research respondents, in order to strengthen the research results.

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