



Investigating the Effectiveness of Kahoot Quizzes in Grammar Learning

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ABSTRACT

This research investigates the effectiveness of Kahoot, a game-based learning platform, in enhancing motivation for learning grammar among university students. Recognizing the challenges faced by non-native English speakers in mastering grammar, the study explores the potential of gamification as an innovative teaching approach. A survey method was employed to collect data from 10 English university students using both structured and unstructured questionnaires. The findings reveal that Kahoot significantly enhances student motivation, engagement, and enjoyment in learning grammar. Students report higher satisfaction and improved understanding of grammar concepts compared to traditional teaching methods. However, the study highlights challenges, such as increased anxiety due to the competitive atmosphere and technical issues like internet connectivity. These results suggest that while Kahoot is an effective tool for grammar instruction, careful implementation is required to address its limitations and optimize its effectiveness. This research offers valuable insights for educators and researchers seeking to harness technology to improve grammar learning outcomes.

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ARTICLE INFO

Keywords:

experimental research;
grammar;
investigating;
Kahoot

Article History:

Received: 1 November 2024

Revised: 30 November 2024

Accepted: 3 December 2024

Published: 4 December 2024

How to Cite in APA Style:

Alawiyah, R., Elthia, M. W. ., &
Tanashur, P. . (2024). Investigating the
Effectiveness of Kahoot Quizzes in
Grammar Learning. IJLHE:
International Journal of Language,
Humanities, and Education, 7(2), 205–
212.

<https://doi.org/10.52217/ijlhe.v7i2.1608>

INTRODUCTION

The importance of English proficiency in the modern world cannot be overstated (Yacob et al., 2022). English is widely recognized as the language of knowledge and communication, making it crucial for academic and professional advancement (Napida et al., 2024; Yacob et al., 2022). However, teaching and learning English, particularly grammar, can be challenging due to factors such as understanding and applying

grammatical concepts correctly (Le, 2023; Yacob et al., 2022; Waziana et al., 2024). Many non-native English speakers often struggle with mastering the intricacies of English grammar (Rosdy and Yunus, 2021). Some students perceive grammar as "quite challenging" (Baharuddin et al., 2022), which leads to a lack of confidence and motivation to engage with the material (Iskandar, 2015).

In response to these challenges, researchers have explored the use of innovative teaching methods to enhance student engagement and learning outcomes (León-Flores & Vega-Auquilla, 2022; Sutiyono et al., 2022). One such approach is the incorporation of gamification, which involves the use of game-like elements in non-game contexts (León-Flores & Vega-Auquilla, 2022; Sari et al., 2023; Yacob et al., 2022). Kahoot, a popular online game-based learning platform, has gained attention as a tool for gamifying language learning (Yacob et al., 2022). Kahoot allows teachers to create interactive quizzes and games that can be used to assess and reinforce student understanding of grammar concepts.

Kahoot, an interactive game-based learning platform, has gained widespread popularity in the educational landscape as an effective tool for enhancing student engagement and learning outcomes (Angkotasana, Tonra, and Taib, 2019; Kapsalis, Galani, and Tzafea, 2020; Rosdy and Yunus, 2021). Additionally, Kahoot has been found to positively impact student motivation and interactions within the classroom (Angkotasana, Tonra, and Taib, 2019; Rosdy and Yunus, 2021). Studies have shown that the use of Kahoot in the classroom can significantly increase student motivation and active participation in the learning process (Kurniati, 2020). By providing a fun and engaging environment, Kahoot can "force" students to actively engage in verbal communication, which is essential for developing language skills.

Several studies have explored the use of Kahoot in teaching grammar, but the findings have been mixed (Prawira and Mukhaiyar, 2020). While some researchers have reported positive impacts on student performance and engagement (Maesaroh, Faridi, and Bharati, 2020), others have highlighted potential challenges, such as the competitive environment causing anxiety among students and issues with internet connectivity (Rosdy and Yunus, 2021). To address this research gap, this study aims to investigate the effectiveness of using Kahoot in improving motivation for learning grammar among students. The findings of this study will provide valuable insights for educators and researchers interested in leveraging technology to enhance grammar learning. By understanding the potential benefits and limitations of Kahoot, instructors can integrate this tool into their grammar lessons, ultimately improving student motivation and learning outcomes.

METHOD

In this research, the researcher employed a survey method to gather data, which involved using both structured and unstructured questionnaires. The decision to use a mixed-methods approach allowed for the collection of both quantitative and qualitative

data, offering a richer and more nuanced understanding of the research topic (Oktarin et al., 2024). The questionnaires were distributed to a sample of 10 English university students, selected to represent a diverse group with varying levels of engagement in grammar learning.

The structured questionnaire included 10 closed-ended questions, each utilizing a Likert scale ranging from "Strongly Disagree" to "Strongly Agree." The purpose of these closed-ended questions was to assess the students' motivation, engagement, and overall attitudes toward learning grammar through the use of Kahoot!, a popular game-based learning platform. The Likert scale was chosen to provide measurable data on the students' perceptions and to allow for easy comparison of responses across participants. This part of the survey aimed to quantify the effectiveness of Kahoot! in enhancing students' motivation and engagement with grammar learning, offering valuable insights into how game-based learning can influence students' attitudes towards grammar instruction.

In addition to the structured questions, the unstructured questionnaire included 2 open-ended questions. These questions were designed to gather more detailed and insightful responses from the participants, allowing them to express their thoughts and experiences in their own words. The open-ended questions were specifically aimed at exploring the students' personal experiences and perceptions regarding the use of Kahoot! in their grammar learning process. These questions provided an opportunity for participants to share any challenges they faced, as well as the benefits they perceived from using Kahoot! in a classroom setting. By allowing students to reflect on their own experiences, the unstructured questions captured subjective data that enriched the overall findings of the study.

By combining both types of questionnaires—structured and unstructured—the researcher was able to capture a comprehensive range of data. The quantitative data from the structured questions offered statistical insights into the general trends and patterns in the students' attitudes, while the qualitative feedback from the open-ended questions provided a deeper understanding of the students' individual experiences and perceptions. This mixed-methods approach enabled the researcher to gain a more holistic view of the impact of Kahoot! on students' motivation and engagement in grammar learning, offering both measurable and narrative insights into the effectiveness of this game-based learning tool.

RESULTS AND DISCUSSION

Result

The research found that the use of Kahoot significantly improved students' motivation to learn grammar. Students reported that the interactive and competitive nature of Kahoot made learning grammar more engaging and enjoyable. The data from the Likert scale questionnaire indicated a high level of agreement with statements related to an increase in motivation and enjoyment of grammar lessons when using

Kahoot.

1. Result of Closed-ended Questionnaire

The closed-ended questions focused on the satisfaction of using Kahoot! There were ten statements, and the questionnaire provided options adapted from the Likert scale, ranging from 4 to 1 (SA = Strongly Agree, A = Agree, D = Disagree, SD = Strongly Disagree). The data for this study were gathered from EFL students specializing in English education. The students were asked to select the answers that most accurately reflected their own experiences and opinions.

Table 1. The Result of Satisfaction of Using Kahoot!

Questionnaire	Answer			
	SA	A	D	DA
I feel happy learning grammar using Kahoot!	7	3	0	0
Kahoot! helps me understand grammar material better.	10	0	0	0
I am more motivated to learn grammar by using Kahoot! than other methods.	7	3	0	0
I feel challenged to get high scores in Kahoot!	8	2	0	0
I feel that studying grammar is more fun with Kahoot!	9	1	0	0
Kahoot! makes me more active in learning grammar.	8	2	0	0
I am satisfied with the results of learning grammar using Kahoot!	9	1	0	0
Kahoot! helps me remember grammar rules more easily.	6	4	0	0
I am more confident in doing grammar questions after using Kahoot!	9	1	0	0
I would recommend Kahoot! to friends to learn grammar.	10	0	0	0

Table 1 displays survey results regarding user satisfaction with learning grammar using Kahoot. It includes ten questionnaire items rated on a Likert scale (SA: Strongly Agree, A: Agree, D: Disagree, DA: Strongly Disagree). Most responses are concentrated on “Strongly Agree” and “Agree,” indicating high satisfaction. For instance, all respondents strongly agreed that they would recommend Kahoot! to friends to learn grammar and that Kahoot! helps them understand grammar material better. Additionally, a majority found Kahoot! enjoyable, motivating, and helpful in improving grammar retention and confidence, with minimal or no disagreement recorded.

2. Result of Open-ended Questionnaire

The open-ended questionnaire seeks to collect detailed and insightful responses from participants, capturing their understanding and emotions. Unlike closed-ended questionnaires that elicit short or one-word answers, open-ended questionnaires are crafted to be more impartial and less leading. This format allows students to express their opinions on Kahoot! in more depth. Specifically, this open-ended questionnaire explores students' views on the benefits and drawbacks of using the Kahoot! application as a tool for learning grammar.

Table 2. The Advantages and Disadvantages of Utilizing Kahoot! as Learning Media in Grammar

Participant	Advantages
1	Kahoot! Can change my mindset about grammar. I feel grammar is so difficult. When my lecture introduce the interactive games, it make me learn grammar more enjoyable.
2	I can receive instant feedback on answers, allowing me to learn from my mistakes and understand grammar rules more quickly.
3	The competitive and interactive Kahoot! motivates me to participate actively in grammar exercises.
4	By using Kahoot! I can collaborate and discuss among my friends about grammar rules and usage.
5	I like to see the visual of Kahoot! that makes me feel confident to answer the quizz.
6	It is really fun to learn grammar with kahoot.
7	I can challenge myself to get high score in grammar.
8	I can see my score directly so it makes me happy.
9	Kahoot! is like game that helps me to improve my grammar skill.
10	I feel like playing game while studying by using Kahoot.
Participant	Disadvantages
1	Kahoot! can create pressure and anxiety for me because of time constraints.
2	Kahoot! questions usually focus on simple answers and might not cover the more complex or detailed aspects of grammar effectively.
3	Kahoot! requires reliable internet access and devices.
4	Kahoot! might focus more on winning the game rather than understanding the grammar content.
5	I need time to think the answer. The scoring time needs quick answers, which can be unfair to students who need more time to think.
6	I prefer more traditional because I have no internet connection.
7	I am confused because it has limited time and limited responses.
8	Kahoot! Makes me feel excited and sometimes nervous to join the game.
9	I am not confident to get correct answers because I answer it quickly.
10	By using Kahoot! I cannot create the answers because it is mostly multiple choice answers.

Table 2 is divided into two sections: advantages and disadvantages, each listing participant feedback. Advantages highlight aspects like motivation, instant feedback, interactive features, collaboration, visual appeal, and the gamified learning experience, which makes grammar learning fun and engaging. Disadvantages include time constraints causing stress, simplicity of questions that may overlook complex grammar aspects, dependence on reliable internet and devices, emphasis on competition over learning, and challenges like limited time for responses, confusion, or discomfort with the format. It reflects a balanced perspective on Kahoot!'s effectiveness for grammar learning.

Discussion

Based on the close-ended questionnaire results shown in Table 1, the data indicated overwhelmingly positive feedback from students regarding the use of Kahoot for learning grammar. All students reported feeling happy learning grammar with Kahoot, demonstrating a high level of enjoyment and satisfaction. Every student strongly agreed that Kahoot improved their understanding of grammar, highlighting the platform's effectiveness in facilitating comprehension. Students also reported higher motivation to learn grammar with Kahoot compared to other methods, emphasizing its motivational impact. Additionally, students agreed that Kahoot increased their active participation in learning grammar, fostering a more dynamic classroom environment. Every student strongly agreed that they would recommend Kahoot to friends, showing strong support for the platform.

Moreover, the results indicated that Kahoot is highly effective in enhancing students' motivation, understanding, and enjoyment of grammar learning. Despite some challenges, such as technical issues, the positive feedback suggests that Kahoot can be a valuable tool in grammar education. Based on the results of the interviews, most students expressed positive perceptions about using Kahoot in learning grammar. The results of this study align with previous research indicating that gamification, particularly through platforms like Kahoot, can enhance student motivation and engagement in learning. The interactive and competitive elements of Kahoot appear to be particularly effective in making grammar lessons more engaging, which is crucial given the common perception of grammar as a challenging subject.

The immediate feedback mechanism in Kahoot is a significant advantage, as it helps students quickly identify and correct their mistakes, fostering a better understanding of grammatical concepts. This aligns with the findings of Rosdy & Yunus (2021) and Kurniati (2020), who highlighted the importance of active participation and immediate feedback in language learning. However, the research also highlights some limitations of using Kahoot, such as the potential for increased anxiety due to the competitive environment and technical issues related to internet connectivity. These challenges need to be addressed to maximize the effectiveness of Kahoot in the classroom. For instance, educators could focus on fostering a supportive and collaborative environment rather than emphasizing competition.

In conclusion, while Kahoot has proven to be a valuable tool for enhancing motivation and engagement in grammar learning, careful consideration of its implementation is necessary to address potential drawbacks. By leveraging the strengths of Kahoot and mitigating its weaknesses, educators can improve student motivation and learning outcomes in grammar education.

CONCLUSION

The findings of this research showed the significant benefits of using Kahoot as

a tool to enhance student motivation and engagement in learning grammar. The interactive and game-like features of Kahoot make grammar lessons more enjoyable, effectively increasing student motivation and active participation. The immediate feedback provided by Kahoot allowed students to quickly identify and correct their mistakes, fostering a deeper understanding of grammatical concepts. Despite these advantages, the study also highlights some challenges, such as the potential for increased anxiety due to the competitive nature of Kahoot and technical issues related to internet connectivity. To address these challenges, educators should create a supportive and collaborative learning environment that minimizes competition and ensures reliable access to the necessary technology. Therefore, Kahoot has proven to be a valuable tool for enhancing motivation and learning outcomes in grammar education. By carefully considering its implementation and addressing potential drawbacks, educators can effect Kahoot's strengths to improve student engagement and achievement in learning grammar.

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