

Engaging Interactive Kahoot Application for Vocabulary Mastery and Students' Motivation

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Abstract

This study investigates the influence of Kahoot, a game-based learning platform, in enhancing vocabulary mastery and learning motivation among tenth-grade students in Depok, Indonesia. The research addresses the challenges faced by students in vocabulary acquisition, particularly in Narrative and Recount texts. Through a descriptive qualitative approach and utilizing cluster purposive sampling, this study examines how Kahoot's interactive features facilitate vocabulary learning and boost student engagement. The research design is a survey, which was conducted at a private senior high school in Depok (West Java), involving a total of 72 student as participants. Data collection involved questionnaires with Likert scales, open-ended questions, and vocabulary tests administered among tenth-grade students. Findings revealed that Kahoot successfully transformed traditional vocabulary learning into an engaging educational experience through its gamified approach and user-friendly interface. The platform's immediate feedback mechanisms and competitive elements fostered active participation while facilitating vocabulary retention. However, technical challenges such as internet connectivity issues and competitive pressure occasionally hindered the learning experience. Despite these limitations, the study demonstrates that Kahoot effectively balances educational content with entertainment, leading to improved vocabulary retention and increased student motivation.

Keywords: *Kahoot Application; Vocabulary Mastery; Learning Motivation.*

1. Introduction

The integration of technology into educational practices has become increasingly vital in enhancing student engagement and learning outcomes. In the realm of language acquisition, vocabulary mastery is a fundamental component that significantly influences overall language proficiency. Research indicates that effective vocabulary instruction can lead to improved reading comprehension, writing skills, and oral communication abilities (Zulfirah Wulan 2023). The significance of vocabulary in language acquisition cannot be overstated, particularly in English, where a robust vocabulary serves as the foundation for effective communication. As (Richard and Renandya 2002) assert, vocabulary is the first crucial step in learning a language. Mastery of vocabulary not only aids in understanding meanings but also enhances a learner's ability to speak, listen, read, and write proficiently. This interconnectedness underscores the necessity for students to develop a strong vocabulary base to advance their overall language skills.



Studying English with different goals is done in different ways because it will affect what is needed to achieve that goal. (Thornburry 2002) highlights that a native speaker possesses approximately 20,000 words, with an annual increase of about 1,000 words since childhood. In contrast, students learning English need to acquire a foundational vocabulary of at least 800 to 1,000 words to effectively comprehend and communicate in the language. For tourists visiting English-speaking countries, a passive knowledge of around 2,000 words is often sufficient to navigate common interactions and written texts. This illustrates that different learning objectives necessitate varying vocabulary requirements. When a teacher introduces new vocabulary, there is always the possibility that students may struggle to grasp its meaning, especially if the words are unfamiliar or contextually complex. To increase student engagement and motivation, technology is becoming more and more integrated into educational settings. Interactive classroom environment, student participation, activity, and instructional games, which are features of electronic learning, are the factors that define the quality of e-learning (Gokbulut 2020). The limitations in vocabulary mastery can hinder students' ability to articulate their ideas and intentions effectively, as noted by (Solikhah 2015). This highlights the necessity of vocabulary acquisition for students to succeed in learning the target language.

Furthermore, preliminary observations conducted by the researchers during the teaching sessions revealed that most students showed a lack of interest in the lessons presented in a conventional manner. They tended to be passive when questions were posed by the teacher, with only a handful able to answer correctly. Additionally, many students appeared sleepy, likely due to the English classes being scheduled at the end of the day. According to (Harmer 2007) one suitable and effective way to teach vocabulary is through vocabulary games, which not only make learning enjoyable but also enhance retention and understanding. This aligns with recent research by (Alfiana and Wijirahayu 2024). Games and application like Pictionary, Charades, and Duolingo serve as excellent tools for vocabulary acquisition. In Pictionary, students draw a word while their peers guess what it is, fostering creativity and visual learning. Similarly, Charades requires students to act out titles from books or films, promoting kinaesthetic learning and encouraging teamwork. The Duolingo application has been recognized as an effective tool for learning foreign languages, particularly in enhancing vocabulary and pronunciation skills. According to research by (Erizara and Wijirahayu 2024), most participants found learning through Duolingo to be straightforward, largely due to its numerous conversation exercises that incorporate diverse vocabulary. Building on the interactive and engaging nature of Duolingo, another application that facilitates students' review of material in an interesting and fun way is Kahoot. While Duolingo excels in vocabulary acquisition through structured lessons and gamified exercises, Kahoot complements this by offering a platform for collaborative learning through quizzes and games.

The integration of popular culture into language learning has emerged as a powerful tool for enhancing language acquisition and cultural understanding (Wijirahayu et al. 2024). By leveraging music, films, television shows, and social media within Kahoot quizzes, educators can create engaging and culturally relevant learning experiences. This approach not only reinforces vocabulary learned through Kahoot but also fosters motivation by tapping into students' interests. Engaging with familiar cultural products through interactive platforms like Kahoot allows students to practice language skills in a dynamic context, making the learning process both enjoyable and effective. Kahoot is a dynamic game-based learning platform that can significantly enhance the teaching of English in classrooms. It allows teachers to create engaging quizzes, discussions, and surveys that make learning more interactive and enjoyable. By integrating Kahoot into the educational process, teachers can foster a suitable learning environment that combines inquiry-based learning with gamification, which has been shown to improve student motivation and participation.

Kahoot offers an interactive and gamified approach to learning that can transform traditional vocabulary instruction into a more engaging experience. This aligns with the findings from recent studies that emphasize the importance of collaborative learning in improving academic performance and social interaction skills. Research has demonstrated that when students engage in collaborative settings, they not only take responsibility for their own learning but also contribute to the learning of their peers, resulting in mutual benefits (Effendi and Wijirahayu ,2024). By incorporating Kahoot into vocabulary instruction, educators can create a dynamic classroom atmosphere that prioritizes teamwork and mutual accountability. According to previous studies, the use of game-based learning platforms like Kahoot has been shown to improve students' vocabulary mastery by providing immediate feedback and fostering a competitive yet collaborative learning environment (Sabila Awaludin, Halira Vonti, and Irdiyansyah 2023). This aligns with the notion that incorporating technology into language learning can enhance motivation and retention of new vocabulary (Hasanah Lutfi 2022). The platform's design encourages active participation, which is crucial for effective learning, especially in a subject area that often requires repetitive exposure to new words. The use of Kahoot in education transforms traditional learning methods by introducing an element of competition and fun.

Students can access Kahoot games through their devices, allowing them to participate in real-time quizzes that test their knowledge while also keeping them engaged. The platform enables teachers to incorporate multimedia elements such as images and videos into their quizzes, further enhancing the learning experience. As students answer

questions quickly and accurately, they receive immediate feedback, which helps reinforce their understanding and retention of new vocabulary. The research on the use of Kahoot in enhancing vocabulary mastery and learning motivation among students has highlighted several limitations in previous studies. While earlier work primarily focused on whether Kahoot effectively improves learners' English vocabulary mastery, this new research focuses on how does Kahoot encourage learners' vocabulary mastery and learning motivation into a more comprehensive learning environment? and what are the challenges faced by learners in vocabulary mastery and learning motivation using Kahoot?

Vocabulary Mastery

A collection of words used to convey thoughts and meanings that others can comprehend is referred to as a vocabulary (Alqahtani 2015). It is vital to remember that vocabulary serves as a foundational element in language acquisition, and language education should prioritize this area initially. For language learners, vocabulary is indispensable across all four key skills: reading, listening, writing, and speaking (Pahamzah, Syafrizal, and Nurbaeti 2022). Vocabulary is crucial for foreign language learning and competency, impacting students' ability to talk, listen, read, and write effectively in the target language (Richard and Renandya 2002). (Asyiah 2017) indicate that practitioners do not prioritize vocabulary teaching and learning while teaching English as a second language. The Indonesian government prioritizes teaching other languages, particularly English. There are still many difficulties and challenges, particularly with vocabulary supplies.

Most students lack knowledge of effective vocabulary learning strategies, which include acquiring a large vocabulary, understanding its meaning, and effectively using it for communication. Vocabulary development positively impacts pupils' language skills. To improve language skills, effective vocabulary learning tactics include acquiring a broad vocabulary, understanding its meaning, and effectively applying it for communication. Mastering vocabulary is crucial when acquiring a new language (Homby 1995). Defined mastery as having extensive knowledge and comprehension of something specific. Vocabulary is regarded as a dependable measure of an EFL student's language proficiency throughout the language learning journey (Stæhr 2008) .

Kahoot Application

Kahoot is an interactive, game-based student response system (GSRS) that transforms the classroom into a game show setting, with the teacher acting as the host and the students participating as contestants (Wang 2015). The platform emerged from the Lecture Quiz research initiative launched at the Norwegian University of Science and Technology in 2006, during which several prototypes were created and tested through various experiments over the years (Wang, Øfsdahl, and Mørch-Storstein 2007). Tests conducted with the initial prototypes revealed that Lecture Quiz enhanced student motivation, engagement, and their perception of learning by incorporating enjoyable social learning activities (Wang, Øfsdahl, and Mørch-Storstein 2008).

To navigate and utilize Kahoot's platform, you only need a few basic computer skills. According to (Omrane et al. 2020) Kahoot! is an educational technology platform that features games and simple questions. It enables users to create questions, answers, and visual data, fostering group discussions, debates, and instant feedback within a classroom setting. Students find Kahoot-based educational activities enjoyable, interactive, social, and engaging, particularly appealing to younger learners.

Kahoot game is designed to overcome learning barriers by enhancing student focus, promoting collaboration, making the learning environment more comfortable, and boosting motivation (Sanga Lamsari Purba, Sormin, and Harefa 2019) Kahoot is an effective educational online platform with features that serve as a valuable tool in the learning process. Play-based learning through Kahoot has the potential to be an impactful teaching method, as it engages both visual and verbal learning components. The game concept of Kahoot! revolves around quizzes and question formation, which can be utilized for assessing students' understanding of the material presented during lessons. The platform's ease of access and flexibility are additional benefits that attract users to Kahoot. Consequently, Kahoot has become a preferred choice for teachers aiming to evaluate their students in a more effective, efficient, and engaging manner.

Learning Motivation

Learning is a fundamental component of the educational process in schools, involving a deliberate effort to modify attitudes and behaviors. To facilitate such changes in behavior, motivation is essential. Motivation serves as a crucial factor that drives students' desire to engage in learning activities. It can be categorized into two types: intrinsic motivation, which arises from within the student and inspires them to pursue learning for personal satisfaction, and extrinsic motivation, which is influenced by external factors that encourage students to participate in educational tasks. The presence or absence of motivation significantly impacts a student's success in learning (Emda and Amna 2017).

2. Method

This study employs a qualitative methodology combined with a descriptive qualitative approach to investigate the impact of the Kahoot application on vocabulary mastery and learning motivation among tenth-grade senior high school students. The research instruments are Likert Scale questionnaires, open-ended questions, and vocabulary tests for data collection. The questionnaire focused on five key dimensions: Accessibility, Usefulness, Entertainment, Effectiveness for Vocabulary Learning, and Motivation Enhancement. Data analysis will be conducted using a qualitative descriptive approach to provide a comprehensive understanding of how Kahoot influences vocabulary acquisition and student motivation. Ultimately, this research aims to offer insights into the effectiveness of Kahoot in enhancing vocabulary mastery and fostering a motivating learning environment. Relevant references for this research include recent research on the use of the Kahoot application to enhance engagement, motivation, and knowledge retention (Alali and Wardat 2024), Kahoot as an educational tool facilitated vocabulary mastery through interactive quizzes that encouraged active participation (Widiasih, Nur Affini, and Sophia 2024) and Kahoot helped maintain student motivation during a challenging period of remote learning (Martín-Sómer, Moreira, and Casado 2021).

There were 72 students participated as the respondents. They are from two classes of tenth-grade senior high in a private school at Depok West Java. The survey questionnaire utilized in this study comprised an open-ended section and a five-point Likert scale, ranging from 1) Strongly Disagree to 5) Strongly Agree, to gather students' perspectives on how Kahoot can enhance their vocabulary skills, alongside its advantages and disadvantages, as well as their performance in vocabulary assessments. The primary objective of the survey was to evaluate the effectiveness of Kahoot in facilitating vocabulary mastery and boosting learning motivation among tenth-grade senior high school students, with a completion time of approximately 20 minutes. The results were analysed thematically, focusing on key themes such as the effectiveness of Kahoot's features for learning, its entertainment value, its role as a vocabulary-building tool, and its impact on student motivation.

3. Findings and Discussion

The section examines five key elements: the accessibility of Kahoot in facilitating English language acquisition; the effectiveness of Kahoot's features for learning; its entertainment value; its efficacy as a vocabulary-building tool; and its role in improving students' motivation. Additionally, it explores students' opinions on how Kahoot can improve their vocabulary, alongside its advantages and disadvantages, as well as their performance in vocabulary tests. The research involved 72 students and aims to assess how Kahoot's interactive features facilitate vocabulary acquisition in a dynamic learning environment. By integrating game mechanics into vocabulary lessons, the study seeks to determine whether this approach leads to better learning outcomes compared to traditional methods.

Accessibility

The following table presents the research results on the accessibility of the Kahoot in learning English vocabulary and motivation students after using Kahoot. The study involved 72 respondents who rated two main questions. The questions included Kahoot media is easy to use/access, Menus, and buttons in Kahoot media are easy to understand. Each respondent responded on a Likert scale from 1 (Strongly Disagree) to 5 (Strongly Agree).

Table 1. Accessibility

No	Question	N	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1.	Kahoot media is easy to use/access.	72	5,6%	4,2	4,2	26,4%	59,7%
			4	3	3	19	43
2.	Menus and buttons in Kahoot media are easy to understand.	72	4,2%	2,8%	16,7%	33,3%	43,1%
			3	2	12	24	31

8. Kahoot media is easy to use/access.

72 jawaban

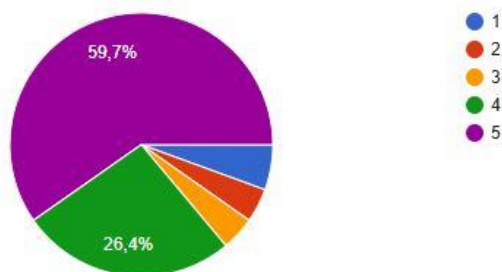


Figure 1. Kahoot media and accessibility

Over 59.7% of students have expressed a strong sense of engagement while using Kahoot (Figure 1), a platform that enhances learning through gamification. Kahoot can be accessed for free via its website at kahoot.com or through its mobile app. To participate in quizzes or games, users simply need to enter a PIN provided by their teacher, making it exceptionally practical for diverse educational settings (Ismatul Aliah and Amar Muzaki 2023).

Usefulness

The data in the table below indicates that most respondents for instance, 31,9% of respondents strongly agreed that Kahoot is a useful tool for learning English. Furthermore, 34.7% of respondents indicated that the features in the Kahoot is very helpful in their learning process. And 37,5% of respondents strongly agreed that Using Kahoot helping them to recall the learning material that has been studied. This data demonstrates that Kahoot is a useful tool that to helping them to recall the learning.

Table 2. Usefulness

No	Question	N	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
3.	Learning with Kahoot is very useful for me.	72	1,4% 1	4,2% 3	22,2% 16	40,3% 29	31,9% 23
4.	Kahoot media is very helpful in the learning process.	72	1,4% 1	6,9% 5	16,7% 12	40,3% 29	34,7% 25
5.	Using Kahoot helping to recall the learning material that has been studied.	72	2,8% 2	5,6% 4	9,7% 7	44,4% 32	37,5% 27

7. Kahoot media is very helpful in the learning process.

72 jawaban

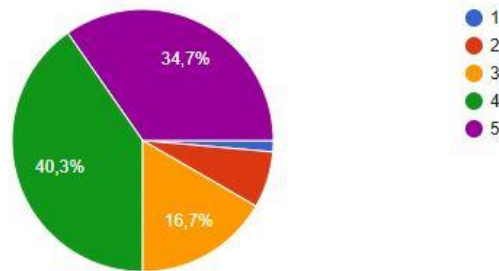


Figure 2. Kahoot media in the learning process

Nearly 40.3% of students believe that Kahoot is an invaluable tool in the learning process. This platform effectively captures students' attention and inspires them to engage actively with their education. Research indicates that the competitive elements of Kahoot, such as point scoring and leaderboards, significantly enhance students' motivation to learn (Licorish et al. 2018). This gamified approach encourages students to engage with the material in a fun and interactive way, making learning more enjoyable.

17. Using Kahoot helping to recall the learning material that has been studied.

72 jawaban

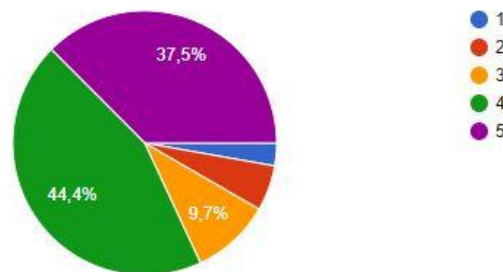


Figure 3. Kahoot to recall the learning material that has been studied.

According to the data presented in Figure 3, over 44.4% of students believe that Kahoot significantly aids them in recalling previously studied material. Research supports this claim, indicating that Kahoot enhances students' ability to retain information. A recent study revealed that interactive learning environments, such as those fostered by Kahoot, improve memory retention through engaging quizzes and games (Ismatul Aliah and Amar Muzaki 2023). The competitive nature of Kahoot encourages students to actively participate, which aids in reinforcing their learning.

Entertainment

The data below is divided into three questions, showing that most participants responded positively to each question statement with the largest score being 59,7% strongly agreeing with statement 7 and the smallest at 47,2% strongly agreeing with statement 7.

Table 3. Entertainment

No	Question	N	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
6.	The visual display on	72	5,6%	2,8%	16,7%	27,8%	47,2%

	Kahoot is very attractive.		4	2	12	20	34
7.	Kahoot media makes learning not boring.	72	8,3%	1,4%	12,5%	18,1%	59,7%
			6	1	9	13	43
8.	I am very interested in using Kahoot media.	72	5,6%	2,8%	9,7%	25%	56,9%
			4	2	7	18	41

3. Kahoot media makes learning not boring.

72 jawaban

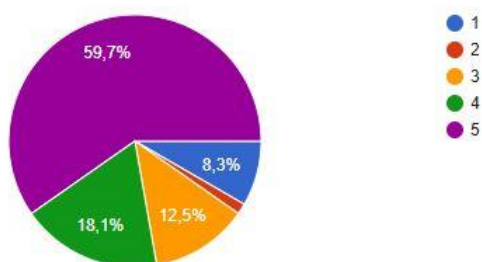


Figure 4. Kahoot media makes learning not boring

According to the insights from Figure 4, over 59.7% of students feel that Kahoot transforms learning into a more engaging experience, making it far from boring. This platform not only makes education more interesting but also enhances accessibility, thereby boosting students' motivation to participate. The interactive features of Kahoot—such as quizzes, images, and videos—play a crucial role in maintaining student engagement and alleviating monotony in the learning process (Sholihah, Krenata, and Nisa 2023).

Effective Tool for Vocabulary

Educational applications like Kahoot have proven to be effective tools for improving English vocabulary acquisition. This survey aims to evaluate the impact of the Kahoot on enhancing English vocabulary skills.

Table 4. Effective Tool for Vocabulary

No	Question	N	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
9.	I find it easier to memorize new vocabulary through Kahoot.	72	0%	4,2%	31,9%	38,9%	25%
			0	3	23	28	18
10.	I find it easier to memorize new vocabulary using Kahoot compared to	72	1,4%	8,3%	31,9%	27,8%	30,6%
			1	6	23	20	22

other learning methods.							
11.	I think that Kahoot is an effective tool for enriching my vocabulary.	72	1,4%	6,9%	25%	37,5%	29,2%
			1	5	18	27	21
12.	I memorize new vocabulary faster after using Kahoot.	72	2,8%	9,7%	34,7%	31,9%	20,8%
			2	7	25	23	15
13.	The materials elaborated through Kahoot! are easier to understand than through conventional media.	72	0%	9,7%	40,3%	29,2%	20,8%
			0	7	29	21	15

13. I think that Kahoot is an effective tool for enriching my vocabulary.

72 jawaban

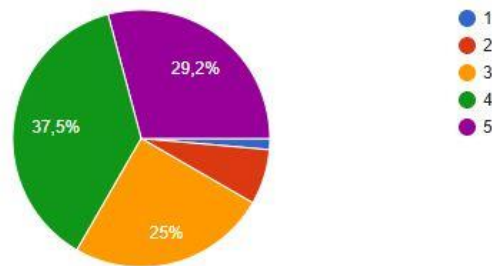


Figure 5. Kahoot and vocabulary enrichment.

According to the findings illustrated in Figure 5, a notable 37.5% of students agree that Kahoot serves as an effective educational tool for enhancing vocabulary mastery across various educational levels. This platform promotes interactive learning, which has been linked to increased student engagement and motivation, making it an invaluable resource for educators focused on enriching their students' vocabulary skills (Maghvira Chan 2021).

14. I memorize new vocabulary faster after using Kahoot.

72 jawaban

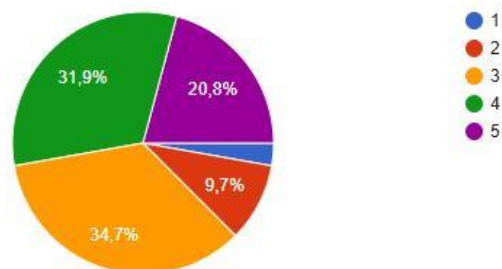


Figure 6. I memorize new vocabulary faster after using Kahoot.

Over 31.9% of students reported that they are able to memorize new vocabulary more quickly after using Kahoot. Participants in Kahoot activities exhibited heightened levels of excitement and engagement, which corresponded with improved vocabulary scores. This indicates that the gamified learning environment offered by Kahoot not only facilitates faster memorization but also enriches the overall learning experience (Katemba, Tobing, and Putri 2022).

18. The materials elaborated through Kahoot! are easier to understand than through conventional media.

72 jawaban

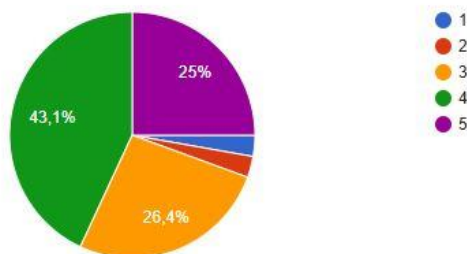


Figure 7. The materials elaborated through Kahoot! are easier to understand than through conventional media.

More than 43.1% of students concur that the material covered through Kahoot is substantially clearer and more comprehensible compared to conventional teaching methods. The utilization of Kahoot as an instructional tool notably enhances students' grasp of reading materials. Its interactive nature captivates students more profoundly than traditional approaches, resulting in superior retention and comprehension rates (Kurniawan, Unsiyah, and Razali 2024a).

The findings from the data indicate that participants perceive Kahoot as a beneficial tool for enhancing their English vocabulary learning. Notably, the highest average score of 30.6% was recorded for the statement, "I find it easier to memorize new vocabulary using Kahoot compared to other learning methods." This reflects a positive sentiment, with 30.6% strongly agreeing, 43.1% agreeing, while 27.8% remained neutral. Conversely, 31.9% disagreed and 8.3% strongly disagreed with this statement, indicating some mixed feelings among participants. In terms of other statements, item number 10 received 29.2% strongly agreeing and 37.5% agreeing, while item 8 had 25% strongly agreeing and 38.9% agreeing. However, for items 11 and 12 "I memorize new vocabulary faster after using Kahoot" and "The materials elaborated through Kahoot! are easier to understand than through conventional media" only 20.8% strongly agreed, suggesting a more cautious endorsement of these aspects. These results align with previous research by (Widiasih et al. 2024) which highlighted those students expressed enthusiasm for using Kahoot in vocabulary development. The data collectively underscores the significant impact of Kahoot on students' English learning processes, particularly in vocabulary acquisition, as it fosters critical thinking and encourages active participation in the learning environment.

Effective Tool for Increase Students Motivation

The research findings presented in the table highlight the effectiveness of Kahoot as a tool for enhancing student motivation. The study encompasses five key statements that explore various dimensions of how Kahoot contributes to increased motivation among students.

Table 5. Effective Tool for Increase Students Motivation

No	Question	N	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
14.	I feel that the learning model using Kahoot that the teacher applies is the best learning model for me.	72	1,4%	4,2%	12,5%	29,2%	52,8%
			1	3	9	21	38
15.	The use of Kahoot media makes me more enthusiastic in learning English.	72	2,8%	5,6%	13,9%	29,2%	48,5%
			2	4	10	21	35
16.	I feel that I understand more about what is presented in Kahoot media	72	0%	4,2%	31,9%	40,3%	23,6%
			0	3	23	29	17
17.	I feel more confident using new vocabulary after using Kahoot.	72	0%	9,7%	40,3%	29,2%	20,8%
			0	7	29	21	15
18.	The quiz encouraged my engagement while doing.	72	1,4%	5,6%	37,5%	30,6%	25%
			0	4	27	22	18

The data indicates a strong positive response from participants regarding their learning experiences with Kahoot. Notably, 52.8% of respondents strongly agreed with the statement that they believe the Kahoot learning model employed by their teacher is the most effective for them. Additionally, 48.5% expressed positive interest in Section 14, while 13.9% remained neutral and 2.8% disagreed. Sections 15 and 16 recorded no respondents strongly disagreeing, reinforcing the overall favorable perception of the five statements presented. Furthermore, a significant portion of participants 30.6% agreed that “The quiz encouraged my engagement while doing it,” with 25% strongly agreeing. In contrast, 37.5% were neutral, 5.6% disagreed, and 1.4% strongly disagreed. This data suggests that Kahoot effectively enhances student motivation and engagement during quizzes. This aligns with findings from (Petrusly et al. 2024) which emphasize the critical role of gamification through Kahoot in boosting students' motivation and learning engagement. The incorporation of game elements such as points, rewards, and competitive aspects significantly encourages active participation in the learning process. In summary, the evidence strongly supports that Kahoot not only fosters a positive learning environment but also enhances student motivation and engagement through its interactive and gamified approach to education.

Exploration on Students' Opinions on How Kahoot Improve their Vocabulary, its Advantages and Disadvantages***1. How Kahoot Improve Vocabulary Learning***

In the survey conducted among tenth grade senior high school students, the result of the interview conducted with several representatives of the participants who thinks that Kahoot could improve their vocabulary.

- X: "Kahoot improves vocabulary by engaging with interactive quizzes that makes learning more fun, if it's more fun the players/users will have more attention to the material and when they answer a question, whether they got it right or wrong, they will remember the answer because of the immediate feedback from the quiz."
- X: "It feels like playing a game, so it makes learning less boring and improved my vocabulary"
- X: "Testing my vocabulary in Kahoot really helps me improve. When I play the quiz, I can see what words I know and what I still need to learn. It is like a fun way to check my progress and learn new things at the same time."
- X: "I can understand of the material that my teacher thought because we used to do the exercise with kahoot and my vocabulary."
- X: "Thanks to Kahoot, I can now understand what my teacher explains in class much better. The exercises help me learn new words and make the lessons more fun. Every time we use Kahoot, I feel like I am catching on to the material more easily."

The responses from participants who believe that Kahoot can enhance their vocabulary reflect a strong consensus on the platform's effectiveness. They perceive that the interactive learning methods offered by Kahoot not only make the learning process more enjoyable but also significantly aid in expanding and deepening their understanding of new vocabulary. This aligns with findings from (Ebadi, Rasouli, and Mohamadi 2023), which explored EFL learners' perspectives on using Kahoot as a game-based student response system, highlighting that such platforms foster engagement and motivation, crucial for vocabulary retention.

Moreover, the collaborative and gamified nature of Kahoot has been shown to create a stimulating learning environment, as noted by (Alali and Wardat 2024) in their study on the impact of Kahoot for gifted students. They found that the platform effectively promotes active participation and enhances students' learning experiences in mathematics, which can be extrapolated to vocabulary acquisition in language learning contexts. This is further supported by (Chaiyo and Nokham 2017), which indicates that classroom response systems like Kahoot positively influence students' perceptions and engagement levels.

Additionally, (Kurniawan, Unsiyah, and Razali 2024b) emphasize that utilizing Kahoot as a game-based student response system significantly enhances EFL students' vocabulary mastery. Their findings suggest that the fun and competitive aspects of Kahoot encourage students to engage more deeply with the material, reinforcing the idea that interactive technologies can transform traditional vocabulary learning into an enjoyable and effective experience.

2. The Advantage of Using Kahoot

In a survey conducted among tenth grade senior high school students, interviews with several representatives revealed multiple advantages of using Kahoot in the classroom.

- X: "You will be forced to engage on every question and that makes you give more attention to the material and makes you more active while learning."
- X: "The rush of trying to answer quickly before time runs out, along with the excitement of seeing my name on the leaderboard, really pushes me to understand the subject better. It makes learning feel like a game, and I find myself more focused and eager to learn when I am competing with my classmates!"
- X: "The points system, medals, and other awards provided by Kahoot can increase user motivation to continue learning and competing with other users."
- X: "Easier to memorize and recall what we've studied before, it's fun to use and easy."
- X: "Learning becomes more exciting and the website is easy to access."

The responses from participants regarding their experiences with Kahoot revealed that Kahoot holds significant potential for enhancing vocabulary acquisition in educational settings. Participants expressed strong agreement on the platform's effectiveness, emphasizing how its interactive learning methods foster greater engagement and motivation. This aligns with findings from (Licorish, Owen, and Daniel 2017), which highlight the importance of active engagement in improving learning outcomes. The competitive nature of Kahoot, characterized by features such as leaderboards and time constraints, has been shown to encourage active participation, enhancing students' focus and understanding of the material. Research by (Licorish et al. 2018) and (Martín-Sómer et al. 2021) further supports this notion, indicating that gamification elements can significantly boost student motivation.

Moreover, participants acknowledged the motivational benefits of Kahoot's points system and rewards, suggesting that these features encourage continued learning and competition among peers. This observation is consistent with existing literature that underscores the role of reward systems in fostering a competitive spirit and enhancing engagement (Deterding et al. 2011). Additionally, the accessibility and enjoyment of using Kahoot reflect prior studies advocating for user-friendly educational technologies as essential for effective learning environments.

3. The Disadvantages of Using Kahoot

In a survey conducted among tenth grade senior high school students, interviews with several representatives revealed multiple advantages of using Kahoot in the classroom.

- X: "The disadvantage is that if you lose the connection, the Kahoot game will automatically stop and cannot continue it."
 X: "Some quizzes and features are only available for a limited time, which means we must join in and participate before the deadline. It adds a sense of urgency that makes it more exciting, but it can also be a bit stressful if you miss out!"
 X: "The time to answer the question it's so fast."
 X: "Sometimes, the competition makes me feel anxious. I get nervous trying to keep up with everyone else, and it can be overwhelming!"
 X: "Since you're rushing with the time you might accidentally miss click."

The interviews conducted revealed that while participants appreciate the benefits of Kahoot for vocabulary acquisition, they also identified several challenges associated with its use. A primary concern was the risk of losing connection during gameplay, which can abruptly halt the learning experience. This aligns with findings from a study by (Alawiyah, Wahyuni, and Muhid 2023) which noted that technical issues, such as unreliable internet connections, often disrupt the flow of learning in gamified environments. Such interruptions can hinder students' engagement and limit the effectiveness of platforms like Kahoot.

Additionally, participants expressed that the time constraints imposed by Kahoot quizzes can create a sense of urgency that is both exciting and stressful. This sentiment resonates with research by (Kurnia et al. 2020) which highlighted that while time pressure can enhance engagement, it may also lead to anxiety among students. Participants reported feeling overwhelmed by the fast-paced nature of the quizzes, indicating that the competitive aspect can sometimes detract from their learning experience. This is consistent with findings from a literature review indicating that while Kahoot generally improves vocabulary mastery, it can also induce stress in learners who struggle to keep up with the rapid pace.

Moreover, the pressure to perform quickly can lead to mistakes, such as "accidentally miss clicking" on answers. This concern is echoed in research by (Widiasih et al. 2024) which emphasizes that while Kahoot fosters active participation and motivation, it is essential to balance competition with a supportive learning environment to minimize anxiety and errors.

From the Results of the Vocabulary Test.

Vocabulary tests are essential tools for evaluating students' language proficiency, and achieving a perfect score of 100 in such assessments is indicative of exceptional mastery of vocabulary. In the case of the students who attained this score, several factors contributed to their success, as highlighted in their survey responses.

- X: "I have gained a better understanding of the material my teacher presented, as we frequently engage in exercises using Kahoot, which has significantly enhanced my vocabulary."
 X: "The points system, medals, and other awards provided by Kahoot can increase user motivation to continue learning and competing with other users."

One significant aspect is the use of Kahoot, an interactive learning platform that facilitates vocabulary acquisition through engaging and gamified activities. The student noted that Kahoot helped them learn new words, which not only expanded their vocabulary but also enhanced their understanding of the material presented by their teacher. This suggests that Kahoot effectively bridges the gap between theoretical knowledge and practical application, allowing students to internalize new vocabulary in a meaningful context (Lutfiah S.N. 2021).

- X: "Kahoot, as an interactive mobile learning platform, really help me a lot to improve my vocabulary in interactive way"
 X: "So happy to play with Kahoot because it's like competition with my friend"

Furthermore, the interactive nature of Kahoot encourages active participation among students, which is crucial for effective learning. Traditional methods of vocabulary instruction often lack engagement, leading to passive learning experiences. In contrast, Kahoot transforms vocabulary practice into an exciting game-like environment where students can compete with their peers. This element of competition fosters a sense of motivation and urgency, prompting students to pay closer attention to the material and strive for improvement. The platform's design allows for repeated exposure to vocabulary through quizzes and games, reinforcing learning through repetition a key principle in language acquisition research. Studies have shown that repeated practice enhances retention and recall, making Kahoot an effective tool for solidifying vocabulary knowledge (Satria et al. 2024). Despite its numerous advantages, there are challenges associated with using Kahoot that educators and students should consider. One common concern is the time constraints imposed on answering questions during quizzes.

- X: "Some features or quizzes may only be available for a certain period of time, so users must participate within the specified time."
 X: "The time to answer each question is super short, which really pushes us to think fast and make quick choices."

Many students reported feeling rushed, which can lead to anxiety and negatively impact their performance. This issue highlights the need for educators to balance the competitive aspects of Kahoot with appropriate pacing to ensure all students can engage meaningfully without feeling pressured. Additionally, some features or quizzes may only be available for a limited time, requiring students to participate promptly to benefit fully from the learning experience. While these challenges exist, they do not overshadow the overall effectiveness of Kahoot in enhancing vocabulary skills. By addressing these issues such as allowing more flexible timing or offering extended access to certain features Kahoot could further improve its utility as a powerful educational tool.

In assessing the vocabulary test scores of students who achieved 95, 90, 85, and 80, we can draw insights from their responses regarding the use of mobile learning applications like Kahoot.

X: "Playing Kahoot made me feel excited, and it really helped me to remember new words more easily."

X: "It brings me joy and makes learning feel effortless. It enhances my academic performance, positively influences student attitudes and reduces anxiety, while also boosting attendance, participation, and overall classroom dynamics."

The students highlighted several factors that contributed to their performance, particularly the enjoyable and engaging nature of Kahoot. For instance, one student noted that playing Kahoot made them happy and helped them remember new vocabulary more effectively. This aligns with research indicating that motivation plays a crucial role in vocabulary acquisition; when students find learning enjoyable, they are more likely to engage deeply with the material and retain new words (Wu and Fang 2013). The gamified approach of Kahoot transforms vocabulary learning into a fun experience, reducing boredom, and enhancing retention.

X: "By seeing new words that I don't know, I make it a point to Google them afterward, which helps me learn and expand my vocabulary."

X: "If we answer incorrectly, Kahoot immediately shows us the correct answer, helping us learn and grasp the right information."

Students who scored 90 and 85 expressed that Kahoot not only introduced them to new words but also encouraged them to seek out definitions independently, often using Google to learn unfamiliar terms. This self-initiated learning is vital for vocabulary development as it fosters a proactive approach to language acquisition. The interactive format of Kahoot allows for immediate feedback; when students make mistakes, they receive the correct answers right away, which reinforces learning and helps clarify misunderstandings. Research shows that immediate feedback can significantly enhance learning outcomes by helping students identify and correct errors promptly (Andari 2023). This feature is particularly beneficial for those who may struggle with traditional learning methods, as it creates an opportunity for continuous improvement. Despite the advantages of using Kahoot, some challenges were noted by students scoring lower, such as 80.

X: "A disadvantage is that if you lose your connection, the Kahoot game will automatically end, and you won't be able to continue."

These students mentioned issues like internet connectivity problems and feeling discouraged after making mistakes. The pressure of timed questions can lead to hasty answers without fully understanding the content, which may negatively impact performance. Such challenges highlight the importance of balancing competitive elements with supportive learning environments where students feel safe to explore and make errors without fear of discouragement (Rahmah, Tahir, and Talib 2023). Addressing these issues could further enhance the effectiveness of Kahoot as a vocabulary learning tool, making it an even more valuable resource in educational settings.

In evaluating the vocabulary test scores of students who achieved 75 and 70, we can glean insights from their feedback regarding the use of mobile learning applications like Kahoot. The students reported that they learned many new vocabulary words through Kahoot, indicating a positive impact on their vocabulary acquisition. However, the responses also suggest that while there was improvement, it was not as significant as in higher-scoring peers. For instance, one student mentioned that Kahoot "improves me a little," which reflects a moderate level of motivation and engagement with the learning process. This aligns with research that emphasizes the importance of motivation in vocabulary learning; students with higher motivation tend to engage more actively in self-directed learning activities, leading to better outcomes (Wu and Fang 2013).

Students scoring 75 and 70 expressed excitements about using Kahoot, particularly enjoying the competitive aspect of striving for points against their peers. This competitive environment can foster enthusiasm for learning; however, it may also introduce pressure that can negatively affect performance. One student noted issues with connectivity and technical glitches during gameplay, which can hinder their ability to answer questions effectively. Such challenges can lead to frustration and discourage students from fully engaging with the material. Research

indicates that external factors such as technology reliability and classroom dynamics significantly influence students' learning experiences and outcomes (Andari 2023). In this case, the technical difficulties faced by these students may have contributed to their lower scores.

Despite these challenges, students acknowledged some advantages of using Kahoot, such as its ease of understanding and ability to make learning more enjoyable compared to traditional methods. However, they also highlighted disadvantages like lagging internet connections and accidental mis-clicks on answers due to the fast-paced nature of the game. These issues can lead to incomplete responses or incorrect answers, ultimately affecting their test scores. Addressing these technical challenges could enhance the effectiveness of Kahoot as a vocabulary learning tool. By ensuring a stable internet connection and providing clear instructions on navigating the platform, educators can create a more conducive learning environment that maximizes student engagement and vocabulary retention.

In analyzing the vocabulary test scores of students who achieved 55, 50, 40, and 35, we can draw insights from their experiences with mobile learning applications like Kahoot. The students' feedback reveals a mix of positive and negative experiences that contributed to their performance. For instance, one student mentioned that Kahoot "improves me a little," indicating that while there was some benefit to using the application, it may not have been sufficient to significantly boost their vocabulary knowledge. This suggests that factors such as the complexity of the vocabulary presented and the students' prior knowledge may have influenced their ability to perform well on the test.

Students scoring 50 and 40 expressed challenges in understanding the material presented through Kahoot. One student specifically noted difficulty in grasping the content clearly, which may have hindered their ability to answer questions accurately. This aligns with research indicating that comprehension of instructional material is critical for effective vocabulary acquisition (Lutfiah S.N. 2021). If students do not fully understand the context or meaning of new words introduced during gameplay, they are less likely to retain and apply that vocabulary in future contexts. Additionally, the presence of unfamiliar vocabulary can create barriers to learning, as students may feel overwhelmed by words they rarely encounter.

X: "There are some questions that have words I hardly ever hear. It makes me realize how much there is to learn! Sometimes, I feel a bit lost when I see those unfamiliar terms"

X: "I really dislike it when the game lags a lot, and sometimes the answer box doesn't even show up! It's so frustrating because it means I can't answer the question, and my score ends up being blank for that part."

Moreover, technical issues were a common concern among these students. Problems such as lagging connections and unresponsive answer frames were cited as significant disadvantages when using Kahoot. Such technical difficulties can disrupt the learning process and lead to frustration, ultimately resulting in lower test scores. One student mentioned that they sometimes accidentally selected the wrong answer due to these issues. Research has shown that reliable technology is essential for maintaining student engagement and motivation during learning activities (Zulfirah, Darmawan, and Maf'ulah 2023). Therefore, addressing these technical challenges such as ensuring stable internet connectivity and providing adequate training on how to navigate the platform could enhance the overall effectiveness of Kahoot as a vocabulary learning tool.

4. Conclusion

The research highlights the significant impact of Kahoot as an interactive learning platform in enhancing vocabulary mastery and motivation among tenth-grade senior high school students. By leveraging its gamified approach and user-friendly interface, Kahoot transforms traditional vocabulary learning into an engaging experience that combines immediate feedback and competitive elements, fostering active participation and vocabulary retention. Despite some challenges, such as technical issues and time constraints, the overall educational value of Kahoot remains strong, as evidenced by improved vocabulary retention and heightened student motivation. These findings underscore the importance of balancing educational content with entertainment in language learning contexts. For optimal implementation, educators should integrate Kahoot into broader vocabulary strategies while ensuring adequate technical support, thereby affirming its role as an effective tool that cultivates a motivating learning environment for students

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