

**THE USE OF “KAHOOT!” AT THE ENGLISH EDUCATION STUDY
PROGRAM OF WIDYA MANDALA CATHOLIC UNIVERSITY SURABAYA**

A THESIS



By:

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**ENGLISH EDUCATION STUDY PROGRAM
FACULTY OF TEACHER TRAINING AND EDUCATION
WIDYA MANDALA CATHOLIC UNIVERSITY SURABAYA**

July, 2019

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A THESIS

**In Partial Fulfillment of the Requirements for *Sarjana Pendidikan* Degree in
English Language Teaching**



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July, 2019

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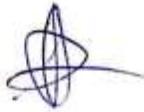
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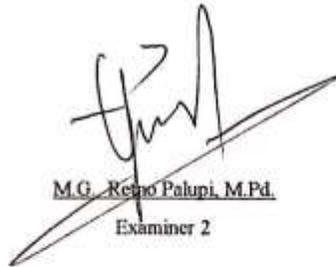
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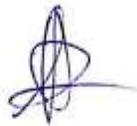
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ABSTRACT

Sudarta, L., W. 2019. *The Use of “Kahoot!” at the English Education Study Program of Widya Mandala Catholic University Surabaya.*

Advisor: Y. G. Harto Pramono, Ph.D.

Keywords: Perception, Technology, Online Learning, Kahoot.

Online learning is needed in educational life especially in this millennial era. It has a greatest revolution and solution in schools and universities. As online learning technology has been used in universities, digital instructional games have gained their acceptance in the classroom as the online learning merits of student engagement. At the English Education Study Program of Widya Mandala Catholic University Surabaya (WMCU), one of the digital instructional games application that gained a popularity is Kahoot!. Therefore, the researcher conducted this study to explore the use of Kahoot! in the English Education Study Program of Widya Mandala Catholic University Surabaya. The total participants of the study were 53 students and two lecturers who used Kahoot! as their learning media at the English Education Study Program, Faculty of Teacher Training and Education, Widya Mandala Catholic University Surabaya at the academic year of 2016/2017 and 2018/2019. The data were collected using questionnaire for students and interview for a lecturers. The findings showed that (i) the subject who used Kahoot! were Drama, Writing A and Speaking A (ii) the lecturers' reasons for choosing Kahoot! as their learning media mostly were to give the students encouragement/motivation to study and to help them become more engaged with the materials given, (iii) the students had positive perceptions with the use of Kahoot! and (iv) in order to improve the use of Kahoot! in the future, the lecturers should use more online quizzes and Kahoot! should be used in other courses such as Structure and Vocabulary. The application of Kahoot! in some courses needs to be continued but some matters need to be improved.