

CHAPTER V

CONCLUSION AND SUGGESTIONS

5.1 Conclusion

The purpose of this study is to explore the use of Kahoot! at the English Education Study Program of Widya Mandala Catholic University Surabaya. Fifty three students were participating in this study by filling out the questionnaire through a link provided and two lecturers were interviewed. Then, the answers of the questionnaire and interviews were analyzed. Based on the result, it showed that 22 students (41.5%) from the total of respondents were the students from Drama class which were on academic year of 2016, 16 students (30.2%) were the students from Writing A class and 15 students (28.3%) were the students from Speaking A class which were on academic year of 2018, which mean there were three courses that used Kahoot! as the learning media in this last semester. The major findings of the study showed that 90% of the total of respondents had positive perception on the use of Kahoot! at the English Education Study Program.

Almost all of the students who taught using Kahoot! online quizzes felt the advantages of the use of Kahoot! online quizzes. The lecturers were also satisfied with Kahoot! online quizzes despite all of their advantages and disadvantages written in

chapter four. Furthermore, Kahoot! could provide good opportunities to the students for developing their understanding of the materials taught by the lecturer and the learning process helped them to improve their understanding. The students also gained confidence with Kahoot! online quizzes better than offline quizzes because it is much more comfortable for them. Besides, Kahoot! online quizzes brought good influence to the relationship between the lecturers and the students especially in understanding the difficulties of the students. Furthermore, Kahoot! online quizzes should be used in the future, but it would be even better if the quizzes can be conducted alongside with an offline discussion as well. Many of them suggested that the lecturers should use more online quizzes rather than an offline one. Some students also suggest not to use Kahoot! in every meeting because they will get bored with it. In sum, the students' perception on the use of Kahoot! was good in general but there are some matters that needed to be more concerned.

5.2 Suggestions

The suggestions are addressed to some parties. The first is for lecturers. The second is for the students who join Kahoot! and the last is for future research related to the use of Kahoot! at the English Education Study Program.

5.2.1 Suggestion for the Department and Lecturers

Based on the results of the study, suggestions can be given to the Department and lecturers. Considering some advantages Kahoot! may contribute, the Department may encourage the lecturers to apply Kahoot! in their teaching-learning activities. The Department, as a consequence need to support with adequate Internet connection. Kahoot! can be good to improve the lecturers' variety of teaching techniques by using online learning media as nowadays the technology is increasing. As shown in the finding of the study, the students could feel the benefits of Kahoot! online quizzes, other lecturers who have not applied Kahoot! are recommended to apply it in other courses. However, when applied too frequently Kahoot! may cause boredom, so they should be wise when to use it and when to stop it. One thing to keep in mind is that Kahoot! should be used when it can support the objective of the lesson. In addition, it is also good to not use only one kind of online learning media but other brand or application new online learning media should be explored since technology changes so fast. New applications could be better to use or apply to support the effectiveness and the joy of teaching and learning activities.

5.2.2 Suggestions for Students

The students need to be more aware and get used to this kind of online learning media. It is because online learning is the greatest revolution in an educational life, in

schools or universities. Both technology and online learning will make a huge change in the educational life as online learning and technology are becoming increasingly more widespread throughout the educational life. So, as the students get used to use online learning media in the classroom hopefully it can help the students to get better in future.

5.2.3 Suggestion for Future Studies

It is suggested that the future study is conducted involving all of kind online learning media or learning management system. Besides, since this study only involved the perception of the students and lecturers who used it, it is better to look for the perception of the lecturers who never use online learning and their taught about it. Hopefully, kind of research like that could help online learning platform developers to bring their products up to the next level with a better idea for what kind of functionality is important to students.

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