Application of Kahoot media in learning Mandarin for Z generation learners at Private High School in Makassar

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Article Info

Abstract. In this era of rapid development of science and technology, professional teachers are not enough just to have the ability to teach students, but also have to manage information and the environment to facilitate student learning activities. One online media that can be used is Kahoot. Kahoot media is a web tool for creating interesting quizzes, discussions and surveys. Kahoot is also an online application that can be used to create interactive and fun online quiz-based learning evaluation media. The research method used by the author in this research is a qualitative descriptive method, namely by field observation and using interviews and documentation as part of the research collection technique. With the research location at Golden Gate senior high school. The data collection instruments or tools used by the author in this research were journals and other document archives as well as interviewing informants or sources, including the Mandarin teacher at Golden Gate Senior High School.

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INTRODUCTION

The low level of knowledge regarding foreign language education, especially Mandarin, is currently always a topic of discussion among various groups. Considering the importance of Mandarin language education in the current world of industry, education, economics and diplomatic relations, education must be carried out as fully as possible to achieve the greatest impact expected. In the implementation process, the position of educators is very important, and educating the nation's children carries quite heavy duties and responsibilities. The Industrial Revolution 5.0 era that is sweeping all of life today requires colleges and universities to be able to adapt to technological developments, one of which is by implementing an interesting and fun learning process. Teachers, lecturers and learning technology developers play an important role in developing innovations, ideas or ideas for using technology for learning.

Learning media is important and requires a focus on its use. This cannot be separated from the importance of media in developing students' understanding of the material. Therefore, for stimulating students' interest in learning requires interesting media.

Therefore, this community service activity focuses on the use of learning media in the learning process. By using the right media, it is hoped that teachers can carry out the learning process better. Teachers should not be careless and be more creative in using media. This was confirmed by Alwi et al. (2017) This shows that to prepare learning media, teachers must be creative and innovative. Kahoot is a medium that teachers can use to teach more creatively and innovatively. To make it easier for students to understand and realize the abilities that have been determined, apart from material, suitable media is also needed. The media in question must of course be able to foster teacher creativity and innovation, or in other words the media must be able to attract attention and remain in the corridor of effectiveness.

The next problem from this research is that there are still some teachers who have not increased their creativity in creating and using media in their learning. Most use PowerPoint media which looks simpler, so it doesn't take longer to make it. Even though there are many learning media that can be used in this era. The impact of this problem is the assumption that learning is learning, learning patterns are dry, monotonous, and educators' abilities are less than optimal in developing learning creativity.

(Made Wena, 2011) stated that utilizing the advantages of technological learning can create an effective learning atmosphere for slow learners, motivate students to do exercises, and can regulate the speed of learning according to students' abilities. The advantage of Kahoot media is the limited time given for questions asked in Kahoot media. Because time is limited, students are trained to think quickly in determining the chosen answer. Therefore, researchers conducted research at Golden Gate School Private High School in Makassar so that researchers know teacher standards in developing today's Kahoot media.

Media Kahoot is an online learning platform that is attractive to students and teachers because it provides fun and enjoyable interactions in the form of games. In the context of developing competency standards for Mandarin teachers in Makassar, the use of Kahoot media for millennial generation learners can be an attractive alternative for improving the skills and knowledge of Mandarin teachers.

In learning using Kahoot media, teachers can create quizzes or interactive games with questions that are relevant to the learning material. Students can participate by accessing the quiz via their smartphone or tablet device. In each question, students can choose the correct answer and the score will be displayed at the end of the quiz. Apart from that, using Kahoot media can also improve teachers' technology skills and provide new experiences in teaching. As a platform that is easy to use and can be accessed online, Kahoot media can help teachers design and develop interesting and effective learning materials.

In developing teacher competency standards, the use of Kahoot media can help teachers measure their ability to teach and understand learning concepts. By providing questions and answers that are appropriate to the learning material, teachers can measure the extent to which students have understood the concepts being taught and improve their teaching methods in the future. Overall, the use of millennial-style Kahoot media can be an interesting alternative in developing teacher competency standards at Golden Gate Private High School, Makassar. By providing fun and interactive learning experiences, teachers can improve their technology skills and provide effective learning experiences for students. Therefore, this research aims to develop competency standards for Mandarin teachers at Golden Gate Private High School through the use of Kahoot media which suits the learning styles of the millennial generation.

METHOD

The research method used by the author in this research is a qualitative descriptive method, namely by field observation and using interviews and documentation as part of it.

Research Collection Techniques. With the research location at Golden Gate Private High School Makassar. The types of data and data sources used in this research are primary data types and secondary data types. Primary data was obtained from respondents and informants at the research location, while secondary data sources were obtained from various journals and several document archives that supported the research. The data collection instruments or tools used by the author in this research were journals and other

document archives as well as interviewing informants or sources, namely Mandarin teachers at Golden Gate School Private High School Makassar. The data analysis techniques that the author uses in this research are data reduction, data display and data verification.

RESULTS AND DISCUSSION

Kahoot Application

Kahoot is an online application that can make the learning process easier for students. Kahoot media is a tool for educators to convey learning material easily and increase students' enthusiasm for learning. In the Kahoot application there are several features that can be used, such as: quizzes, discussions, jumbles and surveys. According to Fenny Eka Mustikawati (2019), there are several benefits of the Kahoot application in learning activities as follows: 1) The process of learning activities becomes more interesting, 2) the learning process of students becomes more interactive, 3) the quality of students' learning can be improved, and 4) The role of educators can change in a positive and productive direction. Using Kahoot is often used for formative assessments, tracking each student's progress toward learning goals, identifying strengths and weaknesses, and identifying areas where students would benefit from more personalized learning, more challenging learning opportunities, or reviewing background information. theme Experienced users integrate Kahoot into their curriculum to introduce new topics, improve retention of new facts, revise before exams, challenge classes around the world, survey opinions, gather knowledge, promote discussion, or reward and motivate students. Play Kahoot! designed for social learning where students gather around a shared screen. In a typical classroom, this would be a SmartScreen, interactive whiteboard, or computer monitor. Many Kahoots also play with various screen tools such as Skype, Appear in and Google Hangouts.

Kahoot application in the learning style of Z generation

Learning is the activity of teachers and students in an environment which is often called teaching and learning. The teaching and learning process has several components, namely learning objectives, materials, teachers, students, methods, learning environment and assessment. Realizing this, students will understand and comprehend the learning process better if it is supported by an effective and efficient learning environment (Putra, 2013:20). As is known, the learning environment is basically "software" or often called software in the form of messages or information that is presented with assistance (hardware) so that the message or information can be received by students (Muhson, 2010). : 3).

Learning media used as a learning tool is also part of the learning process (Ainina, 2014:41). Medius (Latin) or better known as "Media" means "center, intermediary or leader". Arsyad (2010:3) states that the definition of media in Arabic is an intermediary, namely the delivery of messages from the sender to the recipient of the message. Mass media is a means of intermediary messages or a form of learning delivered by the source of the message to the target or recipient of the message. AECT (Association of Education and Communication Technology, 1997) states that media are all forms and channels used to convey messages or information. Meanwhile, Munadi (2012: 8) explains that media is anything that can convey and channel messages originating from sources in a planned manner so as to create a conducive learning environment so that the learning process can be carried out effectively and efficiently.

With ease of use in mind, Kahoot is designed to be used by both teachers and students. Kahoot is one of the many interactive learning media that makes the learning process fun for students and teachers, because the Kahoot application emphasizes a learning style that involves active role-playing for student participation and peer-to-peer competition for continuous learning. learning or studying (Harlina and Ahmad, 2017) Kahoot is designed for group and individual play and don't need to install any software on your laptop to use Kahoot because it is created using web-based software and does not require special hardware or software specifications to use it. As an online software, it is only needed to register a teacher (coach) account with kahoot.com account. Registering an account is even easier if already have a Facebook or Gmail account. As a user, students must access the kahoot.it URL and enter the PIN they

received from the teacher's account. Kahoot is available as an application on smartphones and can be downloaded for free via Google Playstore.

Questions given to participants using Kahoot are displayed on the screen, after which participants are given a time limit to answer. Each correct or incorrect answer is immediately displayed on the screen and at the end of each question you get points, the screen displays the five highest scores, but at the end of the game Kahoot only displays the three best Subscription scores. Kahoot is a type visual learning environment. Like visual learning, Kahoot has attention. The function of attention, or visual media, is the core, attracting and directing students' attention to focus on the content of the lesson, which is related to the visual meaning displayed in the subject text or that accompanies it. Kahoot can be used as an educational resource that can meet the demands of the digital generation. Kahoot can also increase interest and support the learning styles of the digital generation.

Discussions

The use of Kahoot Learning Media in learning Mandarin

Learning media is an important component of learning resources. The existence of learning media also determines the success of learning. According to Sanjaya (in Prastowo, 2017: 292), learning media has a main position in the learning process. This parable can be analogous to the fact that learning media really supports the learning process to run optimally, effectively and efficiently. Apart from that, learning media is useful for attracting students' interest in learning material and increasing students' understanding of the material presented. As time goes by, the development of technology studies from time to time develops very quickly, the flow of globalization of information and communication is very fast, requiring teachers to be able to update their abilities in presenting learning media not only in conventional form, but media that can be presented in accordance with technological developments.

Kahoot is a learning game application that is simple but can be fun for students of various groups from elementary to college students. Participants who use Kahoot,

Questions will be displayed on their

respective Android, tablet or computer screens, then students will be given time to answer. If the answer is correct or wrong it will automatically be displayed on the screen. For each answer the participant gets points, including the one who answers best gets points. Kahoot displays the five highest point positions with attractive animated images, while at the end of the game, Kahoot will display the order of the three highest points. So that learning will be more enjoyable, efficient and effective.

Faced with the capabilities of prospective Class Teachers who will become future teachers, mastering learning media that involves information technology really needs to be implemented. Neal & Miller say that technology is a challenge that must be mastered and integrated into learning. Because by applying learning media that is in accordance with current technology, for example using "Kahoot" media in learning, it can make students or students more active in the classroom, because this does not make students or students bored when receiving material in class. in a class that is focused only on the teacher explaining but uses fun applications that can be used as a tool to provide material. So that learning by applying learning media such as "Kahoot" will become more active, effective and efficient. In the current technological era, the learning or evaluation process is often seen as inefficient and usually subjective in the context of teacher evaluation, where the condition of teachers is not only training student teachers, but also evaluating students. The habit in the evaluation process is that teachers only give paper answer sheets for students to fill in. After the exam, teachers need to correct students' answer sheets. This usually becomes controversial when teachers need to correct answer sheets one by one and it takes a long time to correct them. This process becomes an obstacle to seeing the results. Student evaluation, with the help of technology, student development and progress in learning outcomes can be greatly supported. There is a lack of facilities that enable students to find out learning outcomes and make it easier for teachers to improve the usability of the devices students use. Teachers can provide facilities that allow students to measure their learning abilities easily, including by using the Kahoot application. Therefore, the author provides

training to students so they better understand how to use the Kahoot application.

Implementation of the Kahoot Application at Private High School as a Learning Media

Tyas et al. (2021) revealed that using Kahoot media can maintain continuous motivation for student learning, so that a more interesting learning atmosphere can be created, fun, and not boring. Using Kahoot can increase interest and Students' motivation in learning can also make it easier for them to understand the material provided by the teacher. One of the factors that influences student learning motivation is the provision of facilities and infrastructure that can be used to help the learning process take root, in this case which is used to help increase student learning motivation is through the use of media Kahoot learning.

CONCLUSION AND SUGGESTION

Learning media is an important component of learning resources. The existence of learning media also determines the success of learning. According to Sanjaya (in Prastowo, 2017: 292), learning media has a main position in the learning process. This parable can be analogous to the fact that learning media really supports the learning process to run optimally, effectively and efficiently. Apart from that, learning media is useful for attracting students' interest in learning material and increasing students' understanding of the material presented. Therefore, teachers need to apply learning media to make students active and one of them is implementing "Kahoot" media. Kahoot is a learning game application that is simple but can be fun for students of various groups from elementary to university level. Participants who use Kahoot will be shown questions on their Android, tablet or computer screens, then students will be given time to answer. If the answer is correct or wrong it will automatically be displayed on the screen. For each answer the participant gets points, including those answer the best points. Kahoot displays the five highest point positions with attractive animated images, while at the end of the game, Kahoot will display the order of the three highest points. So that learning will be more enjoyable, efficient and effective.

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