



## Students' Perception of Kahoot Media Utilization in Arabic Language Learning

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### ABSTRACT

Learning media is one of the most important parts that affects the success of the student learning process. The selection and utilization of appropriate and interesting media will have a positive impact on the success of student learning. However, the utilization of learning media, especially those based on information and communication technology for learning Arabic, is still not widely found and is rarely done. The purpose of this study was conducted to determine the effect of using kahoot media at State Senior High School 4 Jakarta. The method used in this research is quantitative method with survey technique using questionnaire instrument, 10th grade students of State Senior High School 4 Jakarta totaling 50 people as subjects in this study. This research technique aims to determine whether kahoot media has an effect on Arabic language skills by using kahoot media through cellphones. This learning is done using a cellphone because material from printed books has been used as a source by educators. Teachers are expected to be able to utilizing learning media as a means of supporting teaching and learning activities to create interactive learning for students so as to improve students' ability to understand lessons delivered by an educator which will affect learning outcomes. Based on the results of this study, it can be seen that the use of learning media games for students can be applied in the learning process and for further researchers can use this learning media in Arabic subjects.

**Keywords:** Arabic Language, Learning Media, Kahoot Media

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## INTRODUCTION

Education has an important role in order to prepare and improve human resources for the better, therefore education should be managed properly. (Thomas, 2019). One

way to manage education to run better is by creating qualified educators, structured learning strategies, and learning media that attract students in the learning process. (Williamson et al., 2019). All of these things can be achieved if there is cooperation between teachers and students. If the educator can condition the learning atmosphere in the classroom, making the material as interesting as possible is a way or method that should be considered by the teacher. (Williamson et al., 2019). Technology disruption in Indonesia is not a new thing today. With the industrial revolution 4.0, the massive and massive use of technology or it can be said as a technological "tsunami" can no longer be stopped. (Ahmad, 2020). Almost all circles of society use technology. Starting from the lower classes to the upper classes recognize and use technology. Almost all Indonesians use technology even if only as smartphone or cell phone users. (Barteit et al., 2020). The development of technology is very rapid, technology penetrates into various fields and lines of life. Various activities have changed, which were previously carried out in the real world, now shifting through cyberspace.

One of them that has been affected is the field of Education and Training or Training which was previously carried out face-to-face, now a lot is done through the virtual or virtual world. This makes training institutions inevitably use learning technologies that have never been used before. (Sau & Bhakta, 2019). In every education and training or training there must be learning media used. Without learning media, the message that will be conveyed from the teacher to the students or participants will not be conveyed properly. (Behnamnia et al., 2020). Learning Media that will be discussed here is digital game-based learning media or game-based learning or digital game-based learning media. (Zou et al., 2021). With digital game-based learning media or game-based learning or as mentioned above, digital game-based learning media, students or participants can learn while playing. Thus learning in the classroom is expected to run actively and more fun.

One of the digital game based learning media is Kahoot! Currently Kahoot! is widely used by teachers or facilitators to teach students or participants in Education and Training activities. (Wang & Tahir, 2020). Although it is not new, there are also many teachers or facilitators who have never used Kahoot! in their learning activities in the classroom. Kahoot! can be used in face-to-face or online education and training. From the many uses of Kahoot! currently, there are several perceptions of the use of Kahoot! In teaching and learning activities or even Education and Training activities (Scott, 2020). The process of teaching and learning activities is certainly inseparable from the problems that occur in the classroom. Most of the teaching and learning process still uses conventional learning methods (Deng et al., 2019). Previously, we need to know first what conventional learning is, so that we can discuss further (Vasconcelos et al., 2020). An expert named Djamarah argues that conventional methods are traditional learning methods or commonly referred to as lecture methods, because from previous times this method has been used as a tool for oral interaction between teachers and students in the learning process. (Fyfield et al., 2021). Most classroom learning still uses a teacher-centered learning approach. Where the concentration of students focuses on

the educator, students listen and then take notes. The learning topic to be studied is decided by the teacher. The teacher will also measure the level of student development by creating questions that will be answered by students.

The kahoot app is a game program that includes four features: quiz, shuffle, survey, and discussion. (Ong & Poljak, 2020). This kahoot app is designed by people who are lazy before thinking fast because there is an explanation of time before rewinding the events that eventually occur. And the kahoot practice, which we perceive with the help of various images and patterns, ends with the image of a star, representing the poor who has achieved the ideal since the kahoot scene (Ojha et al., 2019). In the kahoot reality, there are two organizations to be proud of, the classic group and the system group. Played classically, Bani Gasak prides themselves on humans while the system team takes pride and employs a team of (Jarde & Breiter, 2019). The purpose after this exam is to establish kahoot requirements, it is necessary to highlight the introduction of kahoot requirements to students such as the requirement to read Arabic dialects, and state the perceived limitations in the future for kahoot allocation. (Sari et al., 2019). The reason why this examination was conducted at Madrasah Aliyah Negeri Jakarta is because this ribbon is incomplete because the container has the address of the writer, so it needs to be examined first. In addition, the tip of this famous ribbon is surrounded by the surrounding environment, featuring hoppers and complete vehicles, to guide explorers before practicing for the exam.

The problem that occurs in learning activities is that teachers lack innovation in the process of developing learning media that takes place in the classroom. (Muninger et al., 2019). whereas its main function is as a tool that contributes to the conditions and learning environment arranged and created by the teacher. (Zonneveld et al., 2020). The lack of integrated utilization of information and communication technology in classroom learning has become commonplace. (Dodangeh et al., 2020). Although the school appears to have complete facilities such as laboratories with LCD projectors, wifi and computers on every desk, some teachers arbitrarily ask the school's permission to allow students to use smart phones in class during learning or school activities. (Wrigglesworth, 2020). Therefore, teachers are still unable to use smartphones effectively in the learning process. In the end, students only use smartphones in a limited way, which is only to do daily tasks given by the teacher. In fact, smartphone-based learning has many promising opportunities to be implemented in the classroom since most students own the devices. (Kim & Park, 2019). The use of e-learning must meet several criteria, including the availability of facilities and infrastructure, acceptance of leadership support, availability of training, and use of equipment, as well as the implementation of socialization of the use of information and communication technology in student learning. (Gonzalez et al., 2020). In this case, teachers must also understand the importance of the role of teaching and learning methods in learning media.

The use of learning media is very helpful in the effectiveness of the teaching and learning process and in communicating learning content. (Simonson et al., 2021).

Learning media helps students improve memory and understanding, present data in an interesting and reliable manner, facilitate data interpretation, load information, and increase student motivation and interest in the learning process. (Mora et al., 2020). Several studies have shown that game-based learning is one of the most effective learning media. (Sholihin et al., 2020). Currently, most teachers only use books as learning media, no other media. As a result, non-media teachers have a negative impact on the progress of teachers, students as students, and the development of learning media itself. In fact, modern learning media is of great interest to students. This condition is reflected in the enthusiasm of students in learning the media, so that the learning process can improve student learning outcomes. (Kolhar et al., 2021). Therefore, teachers need to improve the use of learning media so that educators can get suggestions for the teaching and learning process. (Kruszewska et al., 2022). The lack of media use in the education and learning process is also a weakness of teachers in communicating students as students.

Teachers not only need to focus on one subject during learning, but also need to be able to use media professionally so that students can understand the subject correctly and appropriately. (Meijer & Wessels, 2019). Each learning media has its own advantages and disadvantages, so teachers must be able to choose learning media that are important for their students. Media in learning helps us understand the strengths and weaknesses of media as well as possible obstacles when using it as a learning process. (Braniion-Calles et al., 2019). Learning media has several advantages and disadvantages, among others: First, it makes messages clear that cannot be seen verbally. Second, it can transcend limits, space, time, and sensitivity, such as objects that are too large to be replaced in reality and objects that are too small to be replaced on a microprojector. (Shim et al., 2021). Thirdly, it is addressed by making appropriate and variable use of educational media. It also helps to uplift students and allow them to learn independently according to their abilities and interests. (Rao & Chen, 2020). Fourth, the unique nature of students is combined with a variety of environments and experiences. This is difficult for the teacher. This problem can be solved by the presence of different media that can equalize the experience and produce the same opinion.

One of the media used in the learning process in the classroom today is the Kahoot educational game. (Bado, 2022). This app is a visual learning tool, has an engaging usability, and guides students in understanding the learning material. In short, you can use this kahoot media to arouse students' interest, focus more and understand what is being taught. (Kross et al., 2021). Kahoot media is one of the alternative media that can be used as an interactive learning media, not boring for both students and teachers and can make the learning process more interesting and fun. (Macgilchrist et al., 2020). This is because Kahoot emphasizes a learning style that includes associating the active role of students and their peers with what they learn or learn competitively. The use of kahoot media is a strategy for students to think critically and improve their ability to excel in learning. (Bai et al., 2020). Kahoot media is free to use. In addition,

kahoot media is connected to the internet and can be used in all subjects, so it can be used in all languages.

By using this media, learning in class becomes very fun and makes students understand lessons that are difficult to understand. (Novakova, 2020). But this kahoot media must have an internet connection, because the quizzes asked in this kahoot media can only be played online. (Manca, 2020). One of the advantages of kahoot media is that it is not only used through computers but can also be used through smartphones that have the capacity to support, The use of kahoot media as learning media is still rarely used in the learning process at school. (Kostoff et al., 2020). However, it is possible that along with the development of technology in today's rapidly developing era, the use of kahoot media as learning media will later become one of the choices for teachers in the learning process, because kahoot media has many advantages in the teaching and learning process, and this media is designed to prepare for the learning process in the future. (Bozkurt & Karayel, 2021). This media can be used by anyone without being limited by any conditions (Styawati et al., 2020). The kahoot game is designed for social learning with learners gathered in front of a monitor or smartphone screen. It is different from traditional quizzes where students take part in this quiz to answer questions available in the kahoot media. This kahoot media is considered as a virtual substitute for the informative evaluation process. (Pratopo & Azizah Fatmawati, 2019). This media is also effective in the learning process because this kahoot media can include video and image features during quizzes to increase students' insight and understanding in the learning process.

## **RESEARCH METHODOLOGY**

Methods are techniques or strategies that we use to collect and analyze an interrelated data. Likewise, in the explanation in the KBBI that the strategy has an identification to provide convenience when carrying out a job, facilitate implementation so that it can achieve the expected results. (Sarker et al., 2019). A technique can take place with a variety of important components that can improve and accelerate the process of work. Things that can improve teaching and learning qualifications although carried out through the media used, it is highly expected that the teacher is more intelligent in its use and afterwards he is able to make the implementation of the teaching process cooperative and innovative. (Sutono, 2022). Qualitative research with a descriptive analysis paradigm is the basis of the method in this research where researchers do not go directly to the field or school but by distributing questionnaires to students via google form. (Parinata & Puspaningtyas, 2021). Analysis is carried out by looking for direct data either in the form of an interview test or conversations with related people. (Yusron et al., 2020). This analysis uses a qualitative approach because the problem is related to students' perceptions of kahoot media in understanding Arabic. In Arabic lessons, if the author wants to know how the perception of teaching activities is very unlikely in this analysis using a qualitative research design with an instrument in the form of a questionnaire. So it can be seen that the discussion of methods in research

is carried out in order to bring up perceptions about student learning through kahoot media in understanding Arabic.

The research method used in this research is descriptive quantitative. The type of respondent selection is by using purposive sampling, namely teachers who have used the Kahoot! application in learning activities. The number of respondents was 25 people. Data collection method using a questionnaire with closed questions. The questionnaire was adapted from research in which one of them examined several perceptions of learners or students about the use of Kahoot! In this case the author used some of the questionnaire statements to examine the perceptions of teachers in using Kahoot! in their learning. The questionnaire used contains three perceptions, namely perceptions of learning effectiveness, interest and motivation. The questionnaire uses a Likert scale for measurement with a scale of 1 to 5.

## **RESULT AND DISCUSSION**

This research was conducted at a Madrasah Aliyah Negeri 4 Jakarta using a descriptive analysis strategy with a quantitative research paradigm. Research using the technique he must prepare several instruments so that the tests he conducts can be tested for validity. Before going directly to the field we must prepare an instrument in the form of a questionnaire or questionnaire. The questionnaire was used by the author to obtain how their perceptions related to learning that took place using kahoot media on Arabic language subjects for Madrasah Aliyah Negeri 4 Jakarta students. The points that the author puts there are about: what learning they like the most, which Arabic language learning is the most difficult for them to understand, how the assignment technique in class learning, then the perception of media utilization in online learning, their views on learning is fun or not, and finally whether Arabic language learning with this online system is effectively implemented. Furthermore, the responses that can be given by the object of research totaling 25 people are: strongly agree, agree, mediocre, less agree, disagree. Various

In research using a questionnaire as an instrument. These results are not obtained by the author directly going to the place of observation, but writing using google form. Google form is an applicative media that we can use to ask questions to someone. We can set the questions in this google form according to the optional pattern we want. There are multiple choice options, short answers, long answers as needed for the questions asked in the question. We can open this Google form in chrome and if we have accessed the chrome we must log in to our g-mail account. In that login we enter our account name, then enter the account password and give our permission that chrome needs your permission to do an access. Use of Google forms in a study can minimize the time and place between the examiner and the object to be tested. We can see in terms of place, Madrasah Aliyah Negeri 4 Jakarta students can access it anywhere, because they use cellphone tools. In terms of time too, it does not depend on the students' class hours but on their leisure time. Filling out this google form is a we give a limit to the filling limit so if the author wants to process data from the results of the

questionnaire the author knows when approximately can process and summarize the data he has obtained. The use of this google form can be done because in addition to making it easier for us in terms of place and time, it also helps us to be more open and able to develop innovative technologies that have developed.

The purpose of this research is to find out the students' views on virtual learning. The most important point that is very useful for the author is how successful educators create intellectual nation shoots. How many policies are made by the government so that education in Indonesia continues to run even in different corridor conditions. What use is a regulation without implementation, what use is the system if it is unable to run on its own path. The success of learning is initially based on a policy that is relevant to them, but is every policy relevant? The policy can run like river water that continues to flow, it always goes to its upstream even though there will be large stones, garbage or other disturbances that cause its movement to slow down. Just like this education system, there must be problems faced in the field when implementing policies. That is the use of the government as a regulatory setter, in addition to being a policy maker he also plays a role in monitoring whether the things he has decided are running or not. The government also requires the participation of each basic component of the system, which they are the drivers of the system that has been determined before that. The components can be able to run respectively, it must be interrelated because if one of the components is not able to carry out its duties as it should eat the education system in that country can be very certain that it cannot obtain the name of quality and learning objectives that have been designed together.

This research was conducted in order to find out the extent to which the effectiveness of a learning process takes place. Moreover, virtual learning, conventional learning alone cannot ensure us whether it can run optimally and be understood by every student. This virtual learning using media as a tool to access the education portal. Learning with this online system actually has a lot of impact both for the students and the students. Both elements are required to always improve the quality level of education. The impact felt by students regarding this virtual pattern is the lack of understanding of the knowledge taught by educators. Moreover, many cases are found, students instead of following their learning are busy with social media and their games. Actually, any shortcomings in the learning process are not only due to the lack of control of the teacher at that time, but also the control of the parents as the guardian of the child. And the thing that affects the most is the seriousness of the student, indeed sometimes he feels tired, bored and lazy to learn. Precisely with this online system they have more time to release their fatigue during learning. Here what is needed is for the student to carry out learning and be able to play even though he is busy with a pile of assignments and other things. He must be able to manage his long time. Students must be able to manage their time from now on so that their lives in the future can be managed as well as possible.

Actually, learning media has many functions, one of which functions as a means of transforming information from the source or we can call it a teacher to the person

receiving information or students. The availability of learning media as a tool in the learning process is a fact and cannot be denied. Educators as conveyors of messages containing subject matter (teaching materials) have a great importance as a way to facilitate the tasks of educators in delivering subject matter and messages to students. We need to understand also cannot be denied, that learning without media, learning materials will be difficult to be accepted and understood by learners, especially if the learning materials or teaching materials that must be conveyed can be said to be classified as difficult and complex to understand, for example foreign language learning is not our language in everyday life. For this reason, the utilization of media in the process of learning must and must be done so that the material can be conveyed to students effectively and efficiently. Another function of learning media is that it makes it easier to get a clear picture of objects or things that are difficult to observe directly, can learn according to their respective abilities, interests, and speeds, witness, existing objects or events that occurred in the past, through pictures, slides, films, videos, or other media, observe objects or events that are difficult to visit, and many other media functions.

Definition of perception by the big Indonesian dictionary Suharso and Ana Retnoningtyas. Perception is a direct reaction or discovery of a person's cognitive process through the five senses. Cognition, on the other hand, is the process of getting messages and information into the human brain. There is a similar opinion, perception is a process that is preceded by sensation. In other words, it is also called the receipt of stimuli by individuals through the senses, or the sensory process. The factors that play a role in perception are: (1) Objects that cause stimuli that affect the perceived object, sensation or receptor. Stimuli can come from outside the individual being perceived, but can also come from within the sufferer or directly to the receptor nerves. which acts as a receptor. (2) Because sensory organs, nerves and the nervous system, sensory organs or receptors are the means of receiving stimuli, the sensations received by the receptors are transmitted to the nervous system, that is, the brain, which is the center of consciousness. need to be present. As a tool for reaction, the driver must be able to form his perception. (3) Attention, recognition or perception requires mindfulness. This is the main step in preparing for perception. Attention is the focus or focus of all individual activities shown in a collection of objects.

The above factors make individual perceptions different from each other, and even if the actual object is the same, they affect the individual in perceiving the object, stimulus. Even in the same situation, the perception of a person or group can be very different from the perception of another person or group. Differences in perception can result from individual differences, personality differences, differences in attitudes, or differences in motivation. Basically, the process of forming this perception takes place in humans, but perception is also influenced by experience, learning process, and knowledge. The cause of a person's positive perception lies in the individual's satisfaction with the object that is the source of his perception, the existence of individual knowledge, and the existence of individual experience of the perceived

object. On the other hand, the cause of The emergence of a person's negative perception can be in the form of individual dissatisfaction with the object that is the source of perception, individual ignorance and lack of personal experience of the perceived object, and vice versa. . Cecep Kustandi and Bambang argue that learning media is a tool that can support the education and learning process and help clarify the meaning of the messages conveyed so that learning objectives can be better and maximally achieved. Learning media is a means to improve teaching and learning activities.

The current learning system is carried out online where the teaching and learning process is simply a place to transfer knowledge without any guarantee that students can understand every teaching material described by the educator or teacher, another impact is that students do not get character education teaching from their parents which is contained in the teaching values of the education. A case for example in madrassas, he is always given an emphasis on the pattern of character with Conducting religious activities together, for example, the implementation of voluntary prayers and must be done in congregation and the study of the Qur'an spontaneously will not be able to take place because students who carry out these routine activities are in the scope of their homes while these various things must and can only be when they are in the school area. Actually, it is possible that some have to ask students one-on-one whether they have done the sun prayer and recitation of the Qur'an but this is very ineffective because it requires monitoring, presence and interaction between educators and students so as not to create inequality and start the emergence of non-comprehensive education. The exemplary attitude of an educator is felt directly by his students, this is essential in an educational institution. Especially with the current condition that the guardians of the students are dissolved with their busy work. In addition, the educator is also unable to control the participation, activeness of his merid so that he has difficulty ascertaining whether all of the participants are taking learning seriously or not.

In this analysis of the results related to the perception of teaching using kahoot media in Arabic lessons is measured by 25 respondents of Madrasah Aliyah Negeri 4 Jakarta students with 5 question items, the author gets data through a questionnaire that has been filled in so that the data is obtained as follows:



Image. 1 The importance of kahoot media in Arabic language learning

Based on the picture above, it can be seen how students' perceptions are related to the importance of kahoot media in Arabic language learning for grade 10 students of Madrasah Aliyah Negeri 4 Jakarta. From the diagram above we can know that the important answer choices are greater than the very important answers. The percentage of important answers is 57.7%. While the second answer is very important amounting to

42.3%. In Arabic language lessons there is such a thing as skills (maharah) such as: maharah qira'ah, maharah kitabah, maharah kalam, maharah istima' and there is also such a thing as qawa'id, usually this knowledge is summarized in the discussion of an-nahwu wa sharfu. This part of the research found data that the answer choice kahoot is important in learning Arabic is in the top position with an achievement pattern of 57.7%. The second achievement with the frequency of achievement is 42.2%. Thus we know that the 10th grade students of public high school 4 Jakarta. One of the things that allows students to choose it for the reason of that students feel that using interactive games based on learning with kahoot media is important for understanding Arabic in the learning process. Nowadays, students are more interested in using game-based media, because the game is more interesting in asking students to understand Arabic. But actually in the rules of Arabic learning the ability to understand Arabic can be seen from several indicators, namely: in sounding letters, words, and sentences then knowing the structure of the sentences we read and finally determining the meaning of the sentence. That way the students are required to know qawa'id in Arabic which is included in the study of sharfu (morphology) and nahwu (syntax). Competence in reading Arabic sentences depends on the reader's understanding of the qawa'id or grammar of Arabic writing.

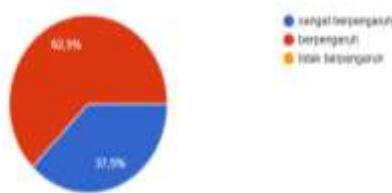


Figure. 2 The effect of using kahoot media on students' understanding in learning Arabic language

Based on Figure 2 related to the effect of using kahoot media on understanding Arabic language understanding, it is found that the perception that the use of kahoot media on the understanding of maharah qira'ah. Thus, the use of kahoot media can improve students' abilities in learning and achieve the quality expected by the teacher, besides supporting students' academic achievement in learning maharah qira'ah, and can help teachers in the learning process. With this kahoot media, it is very influential on learning maharah qira'ah because kahoot interactive game media attracts students' interest in learning Arabic, especially in the proficiency of hearing vocabulary or everything related to Arabic itself. To create effective and innovative learning, a teacher is required to be able to understand in advance what methods are suitable for use in the classroom. Not only that, a teacher must also understand the conditions of his students, meaning that he must be able to create a cool learning atmosphere so that if the child is behind, the maharah lesson will be missed. istima' he felt sorry for missing the lesson. This is based on the students' interest in the learning that takes place. Kahoot media is a tool that makes it easier for students to do learning. Media in learning serves to connect the interaction between learners and educators.



#### Difficulties experienced by students in using kahoot media

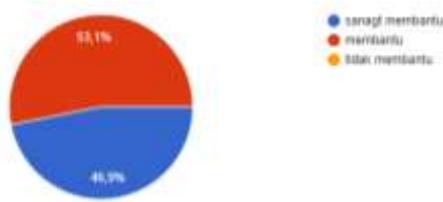
Based on the picture above, it is obtained that the data on students' difficulties with kahoot media are mostly experienced, namely the difficulty in accessing kahoot media in learning with a total percentage of 46.9%, then the second difficulty is the lack of provision of supporting media with a total of 34.4%, then the lack of knowledge of kahoot media is 18.8%. From the diagram above, it explains that the difficulty faced by students is the lack of learning media facilities. Media is considered as a support for learning because it is a source of information, news, and knowledge related to the learning topic it guides. The use of media in learning is one of the supporting components of education and learning activities. The steps or methods of learning with learning media are as follows: First, in the first activity, such as teacher greetings, prayers, and student attendance, the teacher encourages students to study hard. The teacher will explain the objectives

the learning that will be communicated, prepare the image media that will be communicated, and explain how to handle the image that will be communicated. The teacher will explain how to use the picture objects taught, explain the differences between the picture objects taught, and provide opportunities for students to explain the pictures taught by the teacher. The teacher explains the main functions of the taught pictures and provides opportunities for students to ask questions that are not clear. Distribution of worksheets, students work on the distributed worksheets, the teacher evaluates the results of the worksheets. Second, the last activity (closed) is the teacher and students draw conclusions and the teacher explains. A guide for students.

One of the things that makes students enthusiastic in learning is the method used. In this discussion method, the teacher forms students in several groups and afterwards provides a material that is solved together. This is done by the teacher so that each student is able to interact with each other and then understand with his ability related to the teaching material that is used.

given and hone their skills together. In this discussion technique, the assessment made by the teacher is not only from the individual students, such as the ability to solve problems according to their own abilities, but also from their cooperation and cohesiveness in working on the material that has been given. It is not only the intellect that is improved, but also the socialism with others. The advantages of the discussion technique are: provoking students to be more creative in providing an idea of their thoughts. Furthermore, it trains students to be brave to convey the ideas they have thought about before, then this discussion method is a place to exchange ideas between students and other students and also not forgetting the teacher as well, besides that it is

able to train cooperation within the students. Each learning method has its own advantages and disadvantages, that way we are not only fixated on the advantages of the technique, we can weigh back with the various disadvantages it has. In this discussion technique there are several underlying shortcomings, namely: on learning only a few students who are active, then sometimes the scope of the discussion is too broad and out of the topic of teaching materials previously provided by the teacher, in the discussion takes quite a long time, and the last shortcoming is that students lack control over their respective emotions or are more concerned with their own egos, they are active in discussions so that their grades are good and do not want to share answers with their fellow groups.



The use of kahoot media in Arabic language learning helps students understand learning.

Based on the data picture above, it is obtained that the use of kahoot media helps students in understanding Maharah Qiraah learning. The first data is dominated by the answer helping the continuity of learning with a total percentage of 53.1% of student responses. Followed by the amount of 46.9% of research object respondents in the form of very helpful. Thus, it is known that Madrasah Aliyah Negeri 4 Jakarta students feel helped by the use of kahoot in learning maharah qira'ah. The thing that underlies this perception is that the teacher always creates an efficient learning atmosphere in the form of utilizing this kahoot media, so that the learning components always interact and communicate smoothly so that the school can achieve the educational goals that have been formulated together before. Media can support helps and welcomes learning, it can be likened to the heart of an education to keep it going. Without the movement of the heart, it is certain that even though the supporting components have tried their best, it is not certain that it will move significantly, appearing to keep going but staying in the same corridor or arguably ngestack in place. The media is the main and most important welcomer in carrying out education in the school institution.

Not only that, a teacher must also understand the condition of his students, which means that he must be able to create a cool learning atmosphere so that if the child misses the lesson he feels sorry that he cannot participate in the learning process, this is anchored in student interest in the learning that takes place. Actually not only that, this online learning offers many advantages such as for example it can be carried out anywhere and anytime. but behind that is a myriad of shortcomings by using this virtual system. With this online learning not adding The system's interest in the learning system that wants to be applied is more interested in the games on his cellphone. Students are not motivated by the world of learning presented by educators, be it in terms of teaching materials, learning strategy methods in the learning process. Perhaps the way of

delivery and mastery of the teacher is considered lacking so that students are bored and do not want to carry out the teaching. the transfer of the learning system which was originally carried out face-to-face was transferred to an online system or called online became a problem because the system was changed suddenly by the government in order to overcome students' difficulties in using kahoot media, but this even caused unstable education. Educators and students are not fully prepared to do this online, it is also included in the realm of coercion. If he does not do it he has violated the laws of the country and caused the decline of the education sector. That is the most important point for the world of education, it must be ready and responsive to a policy even though it is not ready at all for what it will face.



The effectiveness of using kahoot media to improve students' Arabic comprehension

Based on the picture exposed above, we can see how the perception of the views of Madrasah Aliyah Negeri 4 Jakarta students on the effectiveness of using kahoot game media on students' maharah qira'ah learning. As many as 61.3% of the frequency of student respondents chose optional effective, they were of the view that the application in the form of kahoot helped them in the continuity of learning maharah Qira'ah, then the opposite or perception chose very effective with a frequency of 38.7% of respondents. Thus we can conclude that the madrasah students found development and improvement in assessment evaluation based on the diagram described by the educators. With this explanation, we can find the effectiveness in learning after the use of kahoot, especially in the subject of maharah qira'ah. Besides based on On the evaluation of the madrasah students' competency assessment, the effectiveness that encompasses the education improvement system is in the form of increasing students' interest and interest in learning. And increased student curiosity about learning related to the utilization of audio-visual media and maharah istima'. This can reflect that in Madrasah Aliyah Negeri 4 Jakarta which is the object of research using kahoot media as a means and infrastructure for the implementation of students' Arabic language learning.

## CONCLUSION

Based on the results of this study, the author gained extensive experience and new insights, especially regarding the use of kahoot game media in learning. Below you will find suggestions from the author regarding the use of kahoot game media to further develop its use in the future. First, educators are expected to be more active in acquiring creativity and skills to utilize technological developments to develop education. Second, diverse learning experiences increase students' knowledge and insights, so it is hoped

that teachers will not give up easily when trying to use diverse media in the classroom. Third, schools are expected to be serious in providing educational services, especially in terms of providing complete learning facilities and infrastructure. Fourth, it is hoped that school policies can accommodate the creativity of teachers and students in developing lessons. Therefore, we as prospective teachers must be able to provide the best media for students, because of its success. one of them is determined by the way the teacher provides learning to students. Teachers can also use various existing media and innovative media that can affect students' ability to understand lessons, especially Arabic lessons. In this article that the researcher wrote, there are many mistakes and shortcomings. For that, the author hopes that with this research, future researchers can innovate more and better in making articles and journals that can create articles in accordance with the rules of writing that should be.

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