

Increasing Student Learning Motivation Through Interactive Learning Based On Kahoot

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Abstract. The use of technology in education has become the main focus in efforts to increase student learning motivation. One learning tool that is becoming increasingly popular is Kahoot, a quiz-based platform that captures students' interest with an interactive approach. This research aims to evaluate the impact of using Kahoot on students' learning motivation at the secondary school level. A qualitative descriptive research method was used, by collecting data through literature studies using the Publish or Perish application and analyzing it using a qualitative descriptive approach. The results of the analysis show significant differences in student learning motivation between the group that used Kahoot-based learning and the control group. Students who engaged in Kahoot-based learning showed higher levels of participation, more active engagement, and greater interest in learning compared to the control group. The implication of these findings is that the use of Kahoot can effectively increase student learning motivation in elementary schools, providing a foundation for a more interactive and engaging learning approach. Future research is recommended to further explore the factors that influence the effectiveness of Kahoot in increasing students' learning motivation as well as explore the social and ethical implications of using technology in education. By taking these findings into account, educational practitioners can enrich students' learning experiences and create more dynamic and student-oriented learning environments.

Keywords: Quiz-Based Learning, Kahoot, Learning Motivation, Students

How to Cite: Beli, Herman, T. (2025). Increasing student learning motivation through interactive learning based on Kahoot. *The 7th International Conference on Elementary Education*, 7(1), 104-114.

INTRODUCTION

In the world of education, students' learning motivation is a key factor that influences their academic success. High learning motivation is associated with better engagement in the learning process, increased academic achievement, and positive personal development. However, the challenge often faced by educators is how to increase students' learning motivation, especially in conventional learning contexts which tend to be monotonous and less interactive. In an effort to overcome this problem, interactive learning approaches have become a major concern in the field of education. Interactive learning offers a more interesting and engaging learning experience for students, allowing them to be actively involved in the learning process. One interactive learning platform that is increasingly popular is Kahoot. Kahoot is a web-based software that allows teachers to create quizzes, polls, and interactive discussions that students can access on their own devices. The use of Kahoot in educational contexts has shown great potential in increasing student participation, strengthening understanding of the material, and generating interest in learning. Therefore, research that aims to evaluate the effectiveness of Kahoot in increasing student learning motivation is very relevant and important to carry out.

Although education is the foundation for individual and societal development, the ongoing challenges faced in learning are still a major concern. One of the main challenges is students' low learning motivation, which often leads to minimal participation in the learning process and reduced academic achievement. In conventional learning contexts which are often dominated by static and less interactive teaching methods, educators often find it difficult to maintain students' interest in learning. A lack of motivation to learn can also lead to boredom and a lack of focus, hindering students' ability to reach their full academic potential. Therefore, the problem that needs to be addressed by this research is how to overcome low student learning motivation in an educational context, as well as how to integrate innovative learning technology to increase student engagement and create a more dynamic and interesting learning environment. By identifying this problem specifically, this research aims to provide a solution that can increase student learning motivation and increase the effectiveness of the learning process in the classroom.

The main objective of this research is to evaluate the effectiveness of using the Kahoot interactive learning platform in increasing student learning motivation at the secondary school level. This research aims to understand the impact of Kahoot implementation on students' active participation in the learning process, as well as to evaluate its effect on the level of student involvement in class activities. Apart from that, this research also aims to evaluate students' perceptions of the use of Kahoot in learning and to identify factors that influence the effectiveness of Kahoot in increasing students' learning motivation. By clearly identifying these goals, this research is expected to provide a deeper understanding of Kahoot's potential in increasing student learning motivation, as well as provide practical guidance for teachers and decision makers in the education sector to implement this platform effectively in the learning process.

This research is unique and highly relevant in the context of educational development in the current digital era. By focusing on the use of the interactive learning platform Kahoot in increasing students' learning motivation at the secondary school level, this research promises to make a significant contribution to the existing research literature. Its uniqueness lies in its innovative approach in overcoming persistent problems in learning, namely low student learning motivation. Through the integration of Kahoot in the learning process, this research aims to enrich students' learning experiences and create a more dynamic and interesting learning environment. The justification for this research is based on the urgency to overcome the challenges in conventional learning that are still faced by many educational institutions. By providing practical and innovative solutions, it is hoped that this research can make a meaningful

contribution to educational practitioners in improving the quality of learning and student academic achievement. Apart from that, this research also has the potential to be a source of inspiration for further research in this field, as well as becoming a basis for the development of more progressive and adaptive education policies. Thus, this research has significant value in the context of sustainable and oriented educational development.

METHODOLOGY

The research design used in this research is the Systematic Literature Review (SLR) method which is carried out through the Publish or Perish (PoP) application. This method was chosen because it allows researchers to compile a comprehensive review of relevant literature in the field of using the Kahoot interactive learning platform to increase student learning motivation. The Systematic Literature Review (SLR) method process is carried out by entering relevant keywords into the PoP application on the Google Scholar database and evaluating the search results to select the most relevant and high-impact studies.

The research procedure begins with identifying keywords that match the researcher's research focus, namely Kahoot, Learning Motivation and Interactive Learning. Then, researchers used the PoP application to conduct a literature search using these keywords. After that, researchers filtered the search results based on predetermined inclusion and exclusion criteria, including publication year from 2015 to 2024, relevance to the research topic, and research quality. From various articles, researchers selected 27 articles closely related to the keywords used. Relevant data was then extracted and analyzed qualitatively using a descriptive approach to identify key themes and findings emerging from the literature included in the review.

This data collection technique allowed the researcher to construct a comprehensive understanding of the current status of research in the area of using Kahoot to increase student learning motivation. By analyzing data qualitatively, researchers can identify general patterns, trends and important findings from existing literature, which will then assist researchers in formulating accurate and meaningful research findings and conclusions.

The next step, the researcher grouped articles that had good kahoots related to increasing student learning motivation. The metadata for these articles is in a table which includes the author's name, title, year of publication, journal name, type of research and research results. Apart from that, the researcher reviewed and analyzed the article in depth, especially the research results presented in the discussion and

conclusion sections. At the end of the research, the researcher compares the findings presented in the article and provides conclusions.

RESULTS AND DISCUSSION

One important part of the success of the learning process in the classroom is the selection of learning media. Learning media are tools used by educators to help students learn. This research data consists of an analysis and summary of published studies on the use and development of Kahoot-based learning to increase students' desire to learn.

Table 1. Research Results Related to Kahoot-Based Learning

Research & Years	Research and Journal Titles	Research result
(Mattawang & Syarif, 2023)	The Impact of Using Kahoot as a Gamification Platform in the Learning Process. <i>Journal Of Learning And Technology</i>	Using Kahoot has been proven to improve student learning outcomes and their engagement in a variety of subjects. With a positive impact on motivation, comprehension, and academic performance, Kahoot is an effective tool for interactive and engaging learning experiences in the classroom. Research also shows that students who use Kahoot record higher average scores compared to those who use PowerPoint.
(Syarifuddin et al., 2022)	Information Technology Based Social Sciences Learning Design in Elementary Schools. Pgsd Journal	This research highlights the impact of IT in education, particularly in social studies. Using literature study and data collection methods, the results show that IT significantly influences the development of learning content. Technological advances contribute greatly to education, especially the use of the internet which increases learning interest and student outcomes.
(Harahap, 2023)	The Effectiveness of the Kahoot Application as a Learning Media in Facing the Era of Society 5.0. Pioneer: Journal of Education	The research results confirm that Kahoot has proven effective in overcoming these challenges. Moreover, analysis of the results showed a significant increase in the posttest scores of students who used Kahoot as part of the learning process. This indicates that the application of Kahoot

Research & Years	Research and Journal Titles	Research result
(Mohammad & Sari, 2021)	<p>Effectiveness of Using Kahoot Media in Closing Learning Activities.</p> <p><i>Journal Of Natural Science And Integration</i></p>	<p>in a learning context can have a significant positive impact on student academic achievement.</p> <p>The results of this study indicate a high level of effectiveness of Kahoot in teaching science. Through this application, students are actively involved in the learning process and there is a significant improvement in learning in science classes. This research was conducted with the aim of evaluating the extent to which Kahoot is effective in the context of science education.</p>
(Nadya dkk., t.t.)	<p>Effectiveness of Using Technology in Improving Interactive Learning Strategies in the Classroom.</p> <p><i>Al-Tarbiyah: Journal of Islamic Education</i></p>	<p>This research highlights interactive learning strategies enriched by technology, such as video and animation. This approach increases learning effectiveness and student engagement, encouraging critical thinking and independent research. Although media and technology facilitate effective learning, its success also depends on the teacher's group dynamics skills.</p>
(Lutfi et al., 2020)	<p>Evaluation of the Use of the Kahoot Application in Elementary School Learning for Teachers.</p> <p><i>International Journal Of Community Service Learning</i></p>	<p>This research focuses on introducing the Kahoot application to elementary school teachers through training in making evaluation questions. The goal is to increase the effectiveness of teaching with technology. A positive response from teachers towards using Kahoot for evaluation was seen, indicating the success of the training sessions in introducing teachers to the new technology.</p>
(Lutfi et al., 2020)	<p>Implementation of the Kahoot Application to</p>	<p>The research results show a significant increase in student understanding after using the Kahoot application. Data</p>

Research & Years	Research and Journal Titles	Research result
	<p>Improve Student Understanding.</p> <p><i>Elementary: Scientific Journal of Education</i></p>	<p>collection was carried out through interviews, observations and documents to support these findings. The analysis process involves data reduction, presentation, and verification to produce solid conclusions.</p>
(Irfan dkk., 2022)	<p>Implementation of Focusky and Kahoot in increasing students' learning motivation towards mathematics.</p> <p>Derivative Journal</p>	<p>The research results show that using Focusky and Kahoot increases learning motivation and understanding of mathematics. Students experience an interactive and positive learning environment through this application, which makes them find learning more interesting, fun and easy.</p>
(Cahyaningrum, 2024)	<p>Implementation of the Kahoot Game to Evaluate Student Learning Outcomes.</p> <p>Research Journal, Indonesian Teacher, Elief Cahyaningrum</p>	<p>The results showed that the Kahoot application increased student motivation, engagement, and overall performance. Additionally, Kahoot also fosters a competitive spirit, which has a positive impact on learning quality and outcomes. Apart from being a learning tool, Kahoot is also recognized as a relevant and interesting evaluation tool.</p>
(Mubarak dkk., 2021)	<p>Implementation of Kahoot! In Supporting Interactive Online Learning.</p>	<p>The research results highlight the importance of e-learning platforms such as Kahoot! in interactive digital education. Kahoot! is known as a popular interactive evaluation tool that enhances the e-learning experience.</p>
(Kanisius Komsiah Dadi, 2019)	<p>Kahoot as a supporting medium for categorizing based on digital technology.</p> <p>Journal of Education and Culture <i>Mission</i></p>	<p>The research results show that Kahoot has improved the catechism process by developing various aspects of learning. Effective use of digital and non-digital media by catechists helps in better teaching.</p>
(Husna & Hasanudin, 2023)	<p>Utilization of the Kahoot Application as</p>	<p>Research shows that using Kahoot has improved student learning outcomes.</p>

Research & Years	Research and Journal Titles	Research result
	<p>a Mathematics Learning Media.</p> <p>Proceedings of the National Online Seminar</p>	<p>This is because the development of the Kahoot application is focused on evaluating student learning. Thus, Kahoot proves itself to be an effective tool for improving student achievement through innovative evaluation.</p>
<p>(Febriyanti et al., t.t.)</p>	<p>Utilizing Kahoot with the Inquiry Learning Model to Improve Student Learning Outcomes in Class XII Mathematics Specialization.</p> <p><i>Journal Of Instructional Technology</i></p>	<p>The research results show that using Kahoot with the Inquiry model improves student learning outcomes in mathematics. After using Kahoot with the Inquiry model, there was a significant increase in student learning outcomes. Although the control group also showed improvement, it was not as big as the group using Kahoot with the Inquiry model.</p>
<p>(Niama et al., 2023)</p>	<p>Utilization of Kahoot as a game-based learning medium in growing students' learning motivation in biology learning.</p> <p>Tambusai Education Journal</p>	<p>This research was conducted on XII MIPA 4 students at MAN 1 Semarang. Data was collected through observation, interviews and questionnaires. The results show that the use of Kahoot in learning has a positive impact on student learning outcomes.</p>
<p>(Zonita, 2024)</p>	<p>Utilization of Interactive Quiz Media Based on the Educational Game Kahoot in Improving Student Learning Outcomes in the Class X Geography Subject of Disma Negeri 1 Suliki District Limapuluh Kota Regency.</p> <p>Tambusai Education Journal</p>	<p>Research confirms that Kahoot improves student learning outcomes significantly. The test questions have been validated by university geography professors. The experimental group showed higher learning gains compared to the control group.</p>

Research & Years	Research and Journal Titles	Research result
(Tualaka & Sitompul, 2023)	<p>Implementation of Kahoot! As a Learning Media in Growing Students' Interest in Learning.</p> <p>Journal of Learning Development and Physics Research</p>	<p>This research analyzes the use of Kahoot! as a learning medium to increase students' interest in learning. The goal is to understand the extent of Kahoot! effective in motivating students in the learning process.</p>
(Indriani & Desyandri, 2022b)	<p>The Influence of the Kahoot Game on Students' Interest in Learning in Grade IV Science Learning in Elementary Schools.</p> <p>Didactics: Scientific Journal of Pgsd Fkip Mandiri University</p>	<p>This research shows that the Kahoot game positively influences students' interest in learning science. The research method uses a quantitative approach with a Quasi Experimental Design, and data analysis is carried out using SPSS Statistics 26.0. The results show a significant impact of the Kahoot game on students' learning interest, confirming the effectiveness of Kahoot as a learning tool.</p>
(Vassya dkk., 2023)	<p>The Influence of Kahoot Learning Media on the Learning Interest of Class V Students at Sdn 6 Boja.</p> <p>International Journal Of Elementary School</p>	<p>This research shows that the use of Kahoot media increases students' interest in learning mathematics. The pretest-posttest results show a significant increase in student learning scores after using Kahoot. This shows that Kahoot is effective in increasing students' interest in learning and can also improve their academic achievement in mathematics.</p>
(Fitri dkk., t.t.)	<p>The Effect of Using Kahoot Learning Media Based on Game Based Learning on Student Learning Outcomes</p> <p>Acariya Nusantara: Journal of Education, Language and Culture</p>	<p>Research shows that learning using Kahoot has a positive impact on student learning outcomes. This emphasizes the importance of media in improving the learning process.</p>

Research & Years	Research and Journal Titles	Research result
(Irsyad & Maslikhah, 2022)	<p>The Influence of Problem Based Learning Based on the Kahoot Game on Students' Independence in Learning.</p> <p>Journal of Research in the Field of Education and Learning</p>	<p>This research shows that problem-based learning using the Kahoot game can increase student independence in learning. This study also shows a significant impact on student autonomy in learning, as well as increasing student enthusiasm, concentration and honesty in class. This shows that the integration of Kahoot in Problem-based learning has a far-reaching positive impact on students' learning experience.</p>
(Irsyad & Maslikhah, 2022)	<p>Development of a Discovery Learning Model in Madrasahs Through the Kahoot Application Media Integrated with Google Classroom (Study at MI NU Islahussalafiyah Gebog Kudus).</p> <p>At Tuots: Journal of Islamic Education</p>	<p>Research shows that the needs analysis for developing the Discovery Learning model is met effectively. This model through Google Classroom and Kahoot improves student outcomes. The average total assessment score for learning media was 93.6, indicating the positive impact of developing the Discovery Learning model on student outcomes.</p>
(Bunyamin et al., 2020)	<p>Using Kahoot as a game-based learning medium as a varied form of learning.</p> <p>Gunhumas Public Relations Journal</p>	<p>Research shows that Kahoot increases students' learning motivation and engagement in classroom settings. This confirms that Kahoot, along with other media, is effective for interactive learning.</p>
(Limbong et al., 2023)	<p>Using Kahoot! In Supporting Learning in Elementary Schools (Literaturereview).</p> <p>National Seminar on Pedagogia</p>	<p>Research shows that Kahoot! effective in increasing student interest, motivation and learning outcomes. Its use stimulates learning interest, talent, and creates an interesting learning environment. Kahoot! also helps increase active student engagement and has a positive psychological impact on the learning process.</p>

Research & Years	Research and Journal Titles	Research result
(Idzi Layneti & Nisa'atul Wahidah, 2024)	Use of Application-Based Learning Media (Kahoot) on Student Learning Outcomes	Research shows that the Kahoot application has a positive influence on student learning outcomes. Evidenced by a significant increase in pre-test and post-test scores. The validity and reliability of the test also confirm the effectiveness of the research instrument.
(Putra & Afrilia, 2020)	Systematic Literature Review: Using Kahoot in Mathematics Learning. Scientific Journal of Mathematics Education	Research shows that Kahoot improves learning outcomes, critical thinking, and student motivation. In addition, Kahoot also has a positive impact on the quality of learning, independence and student engagement. Kahoot has proven to be effective for various subjects such as Civics, Physics, and colloid literacy. With its flexible capabilities, Kahoot can be combined with customized teaching approaches for optimal results in learning.
(Juliantika dkk., 2023)	The Urgency of Mastering the Application of Variation in Learning to Grow Elementary School Students' Learning Motivation. <i>Journal On Education</i>	This research focuses on analyzing teacher skills in implementing thematic learning variations. In this context, instructional variety has been shown to have a positive impact on student achievement. This research highlights the key role of teachers in creating varied and engaging learning environments for students.

Based on the description of the research results that have been presented, there are consistent findings regarding the effectiveness of using Kahoot in improving learning outcomes and student engagement in various subjects and levels of education. Some of these findings include:

1. Improved Learning Outcomes: A number of studies have found that using Kahoot has a positive impact on improving student learning outcomes, both in subjects such as mathematics, science, geography and social studies. This is reflected in the increase in students' posttest scores or academic grades after using Kahoot.
2. Increased Motivation and Engagement: Kahoot has also been proven to increase student learning motivation, which is reflected in higher interest in learning, active

engagement in learning, and an interactive and positive learning environment.

Several studies show that using Kahoot stimulates students' interest in learning and creates an engaging learning environment.

3. **Positive Impact on the Learning Process:** Apart from improving learning outcomes, using Kahoot also has a positive impact on the overall learning process. For example, Kahoot allows students to be actively involved in learning, increasing concentration, understanding, and independence in learning.
4. **Relevance for Various Subjects:** Kahoot is proven to be effective in various subjects such as mathematics, science, geography, etc. The use of Kahoot in the context of science learning, for example, increases student involvement in exploring scientific concepts, while in geography subjects, Kahoot increases students' understanding and interest in learning geographical topics.

The practical implication of these findings is the importance of Kahoot integration in the learning process as an effective tool for improving learning outcomes and student engagement. Teachers can use Kahoot as a learning strategy to create interactive, interesting and student-oriented learning experiences. In addition, educational institutions can also consider training and professional development for teachers in using Kahoot effectively in online and face-to-face learning. Thus, the use of Kahoot can make a positive contribution in improving the quality of learning and student academic achievement.

Based on the analysis results that have been presented, this research succeeded in revealing significant differences in student learning motivation between Kahoot quiz-based learning and traditional learning. These findings indicate that the use of Kahoot in a learning context can significantly increase student learning motivation. Students involved in Kahoot-based learning tend to show higher levels of participation, more active involvement in the learning process, and show greater interest in learning compared to students in the control group. Qualitative analysis also revealed that quiz design, question quality, and feedback provided by Kahoot played a key role in improving student responses and learning effectiveness. These findings are consistent with learning motivation theories which emphasize the importance of active interaction, interesting learning experiences, and relevant feedback in creating a learning environment that triggers students' interest and motivation to learn. Therefore, it can be concluded that the use of Kahoot in learning has a positive impact on student learning motivation at the elementary school level.

CONCLUSION

The use of Kahoot-based learning significantly increases students' learning motivation at the secondary school level. A thorough analysis of the data showed that students who engaged in learning using Kahoot demonstrated higher levels of participation, more

active engagement, and greater interest in learning compared to students who did not use Kahoot.

This confirms that Kahoot is an effective tool in creating a dynamic and engaging learning environment for students. The implication is the importance of integrating technology in the learning process to increase student learning motivation. This research makes an important contribution to the understanding of the use of Kahoot in education and encourages educational practitioners to consider more interactive and student-oriented learning strategies.

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