

The Effectiveness of Game-based Learning Using Kahoot in Teaching Grammar: A Systematic Literature Review

Fitriyani

Yogyakarta State University, English Education Study Program, Faculty of Languages, Arts and Cultures, Daerah Istimewa Yogyakarta 55281, Indonesia

ABSTRACT

Grammar is one of the most significant issues in language teaching and learning and is receiving increased attention. Grammar is crucial in all parts of language acquisition, but most learners still need to enhance their grammatical performance. Many pieces of literature have confirmed that Kahoot is beneficial for teaching English grammar. Kahoot is a game-based learning platform that may be used to assess students' knowledge, conduct formative evaluations, or break away from traditional educational activities. It is a digital media platform with several advantages, including assisting instructors in receiving assessment results more easily and quickly, as well as teaching media and other purposes. However, none of them conducted a systematic literature review to present a comprehensive understanding of using Kahoot in teaching grammar based on prior studies. Therefore, this systematic literature review aims to present how Kahoot is used in the classroom and whether it may be useful for improving students' grammar achievement. The researcher carried out database searches such as Scopus, Web of Science, Sinta, and Google Scholar related to key terms—finally, forty-eight journal articles aligned with the inclusion criteria. The result found that Kahoot was effectively and widely utilized in teaching media and enhanced students' grammar achievement. This study additionally discusses the findings of a research review on the benefits of using Kahoot to learn, specifically how Kahoot impacts students' grammatical performances.

Keywords: Grammar, game-based learning, Kahoot

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E-mail address:

fitriyani.2023@student.uny.ac.id

INTRODUCTION

This study explores the role of grammar in English language learning, particularly for ESL students. Grammar, as a set of rules governing language structure, is crucial for mastering speaking, writing, reading, and listening skills (Cam & Tran, 2017; Habibi, 2021). Traditional grammar instruction,

often relying on rote learning and limited interaction, can disengage students. In contrast, integrating technology, such as game-based learning (GBL) platforms like Kahoot, makes grammar instruction more dynamic and engaging (Ifenthaler et al., 2018). This study reviews the effectiveness of Kahoot in grammar instruction, aiming to identify benefits, challenges, and strategies for implementation, ultimately improving students' grammar understanding and language skills.

While Kahoot has been widely acknowledged as an engaging educational tool, there remains a gap in the literature regarding its specific impact on grammar instruction and achievement. The majority of existing studies have focused on general language skills or specific educational contexts, but few have comprehensively examined Kahoot's role in enhancing grammar understanding. Moreover, while several studies suggest the benefits of GBL in fostering engagement and motivation (Ifenthaler et al., 2018; Musdalifah et al., 2018), empirical evidence on its effectiveness in improving grammar performance remains underexplored.

This systematic literature review aims to address this gap by synthesizing and evaluating the existing studies on the use of Kahoot in grammar teaching. By focusing on how Kahoot can enhance grammar achievement, this review seeks to provide a comprehensive understanding of the tool's potential in ESL grammar instruction and offer recommendations for its effective implementation.

PROBLEM STATEMENT

Despite grammar's foundational role in language proficiency, traditional teaching methods often fail to engage students, especially in ESL contexts, leading to low motivation and retention. Rote memorization and repetitive drills typically characterize these methods, which do not foster a deep understanding of grammatical rules. In response, digital tools and game-based learning (GBL) platforms, like Kahoot, have emerged as potential solutions to enhance engagement and interactivity in learning. However, limited research exists on Kahoot's specific impact on grammar achievement and its practical advantages in language education. This study aims to fill this gap by exploring Kahoot's effects on grammar achievement, its benefits in educational settings, and the most effective strategies for its implementation in grammar instruction. The findings aim to inform how GBL platforms can improve grammar comprehension, increase student engagement, and enhance language proficiency.

RESEARCH QUESTIONS

1. How does Kahoot affect students' grammar achievement?
2. What are the advantages of using Kahoot?
3. How is Kahoot implemented in learning grammar?

This study conducted a systematic literature review involving a comprehensive analysis of high-quality research related to specific research questions by locating, selecting, synthesizing, and evaluating pertinent literature. As explained by Soyooft et al. (2021), a systematic review aims to provide structured responses to research questions by assessing a focused selection of quality-assessed studies. Additionally, Sarkis-Onofre et al. (2021) emphasized that this process is guided by the Preferred Reporting Items for Systematic Reviews and Meta-Analyses (PRISMA) statement, an evidence-based set of recommendations designed to promote transparent and thorough reporting of systematic reviews. This framework supports researchers in organizing, conducting, and reporting various types of systematic reviews or meta-analyses. The steps of this review process, including literature selection and synthesis stages, are visually represented in Figure 1 for clearer understanding and reference.

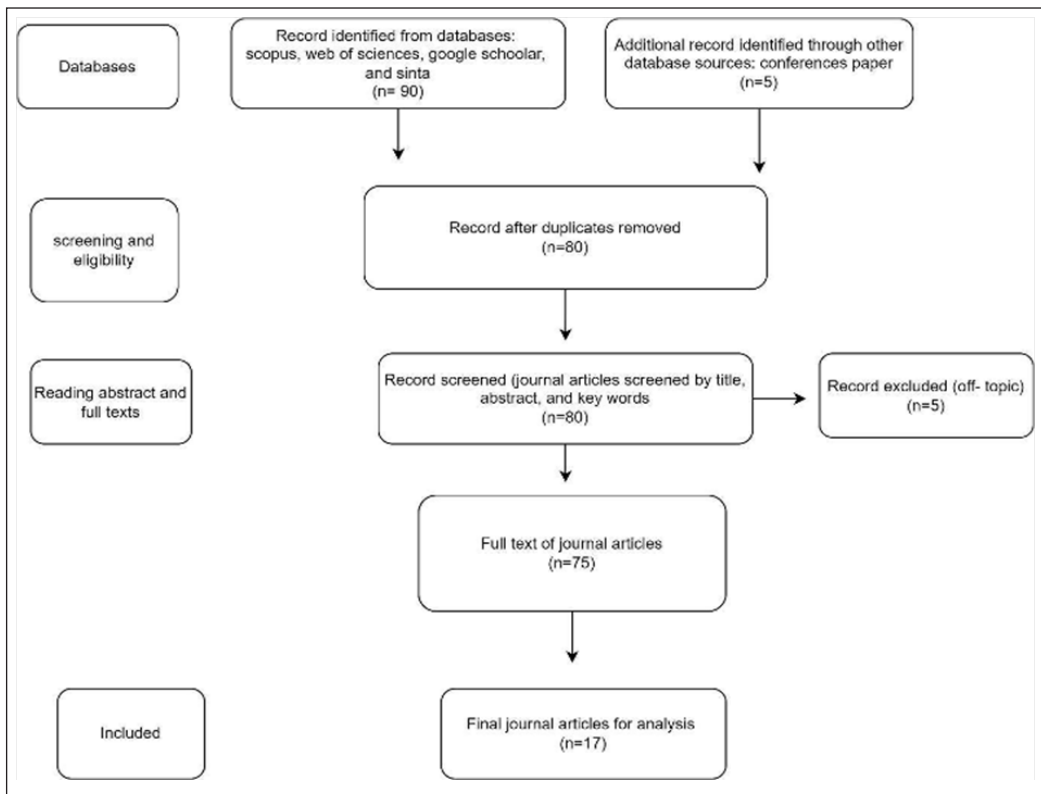


Figure 1. PRISMA flow diagram for the study (Sarkis-Onofre et al., 2021)

The integrative literature review, analyzing data from 75 articles, highlights Kahoot’s positive impact on learning outcomes, especially grammar achievement. Studies consistently show that non-traditional methods like Kahoot improve academic performance. Ningsih et

al. (2024) and Suhayati and Andriani (2020) reported significant improvements in students' post-test scores, with Kahoot's gamified approach enhancing student engagement and academic results. Gamification led to better attendance, reduced tardiness, and improved grades, with 61% of students in the gamified group outperforming the traditional group.

Kahoot enhances student engagement and motivation and reduces anxiety (Baydas & Cicek, 2019; Bicen & Kocakoyun, 2018). It energizes students, making learning fun and increasing participation. In grammar instruction, Kahoot helps teachers create interactive quizzes, providing quick feedback to students and improving understanding and retention (Musdalifah et al., 2018). Kahoot has been shown to significantly improve grammar learning outcomes, fostering an engaging, interactive, and motivating classroom environment. It highlights Kahoot's potential as an effective tool for enhancing grammar comprehension and promoting active learning.

CONCLUSION

This study reviewed 48 papers on the impact of playing Kahoot on participants' grammar achievement. It aims to address three research questions: the benefits of using Kahoot, its effect on students' grammar performance, and its application in grammar learning. Kahoot, a game-based learning tool, promotes engagement and motivation through fun, competition, and activities, enhancing learning in challenging subjects. The findings suggest that Kahoot boosts motivation, positive attitudes, and confidence in grammar lessons, creating an engaging and competitive environment. Students felt more comfortable participating openly, making the classroom more interactive and enjoyable. Kahoot and gamification generally improve classroom dynamics, student engagement, and motivation. However, challenges remain, and the study did not include all databases, such as the Web of Science, suggesting that further research should expand its scope.

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