

THE EFFECTIVENESS OF KAHOOT ONLINE GAME ON EFL LEARNERS' SPELLING ACHIEVEMENT AND THEIR PERCEPTIONS TOWARDS THE GAME

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ABSTRACT

This research study aimed to investigate the effectiveness of using Kahoot online game on EFL learners' spelling achievement. It also examined learners' perceptions towards using Kahoot in EFL Classroom. The participants of the study were 32 and were divided into two groups; a control group of 16 students who were studying vocabulary and spelling in the traditional method and an experimental group of 16 students who were studying vocabulary and spelling through a gamification strategy; a sample of Kahoot online game. Independent sample t-test was applied to the data. A significant difference was found between the two groups which indicated that experimental group's spelling achievement was higher. Also, the analysis of the survey data indicated that the learners have positive perceptions towards the use of Kahoot online game in EFL class.

Keywords: Gamification, Kahoot, online game, spelling achievement, perceptions.