

PalArch's Journal of Archaeology of Egypt / Egyptology

Development of Participative Evaluation Approaches Digital Learning (Kahoot) as a Strategy of Overlaying Equity Learning of Physical Education

¹ Resty Gustiawati, ² Agung Susilo Yuda Irawan, ³ Fahrudin

^{1,3} Physical Education and Health Recreation, FKIP, Universitas Singaperbangsa Karawang, Indonesia

² Computer Science, Fasilkom, Universitas Singaperbangsa Karawang, Indonesia

Resty Gustiawati, Agung Susilo Yuda Irawan, Fahrudin: Development of Participative Evaluation Approaches Digital Learning (Kahoot) as a Strategy of Overlaying Equity Learning of Physical Education-- PalArch's Journal Of Archaeology Of Egypt/Egyptology 17(9). ISSN 1567-214x

Keywords: Development, participatory evaluation, Kahoot Platform, Physical education

ABSTRACT

The development of the participatory-based platform evaluation approach as a strategy of organizing learning evaluation of physical education aims to combine the appliance learning appraire approach that utilizes Kitah's digital learning platform. The problem in this study, teachers have difficulty in the process of assessment and evaluation in the context of the game, the number of learners who lot, less time. This research uses research and development approach, using Research & Development (R & D) method of Borg and Gall. The number of small-scale sample sample amounted to 30 students and a large-scale sample of 80 students. The Observation Sheet format uses a participatory evaluation approach in the form of the containing station loaded in Google Platform, as a data collection of results from the application of the Paraformatic Evaluation of the Parasatasist-based platform. Development of the participatory-based platform evaluation approach in the provision of the evaluation of the performance of the experts of expert validation, small scale trials, large-scale tribunings with revisions at each stage, as well as from the results of respondents observation, the development of the participatory evaluation approach of the Kaoot platform based in the provision of learning evaluation of the oppression declared decent in apply to students of high school / sedraise and in student of physical education physical health and recreation.

1. Introduction

The Industrial Revolution 4.0 brings a major influence on changes in all sections of life. The industry revolution has also occurred in the world of education in particular in Indonesia that brings changes in the interaction process between teachers, students and learning media. Many learning are using collaboration by utilizing Internet (online learning), as well as with activities in learning evaluation, teacher administration and school information system. Teacher Competence In the Assessment of Equity and Learning Process of Physical Learning In SMK teachers in Karawang District is still not good (Gustiawati & Julianti, 2017), becoming the basis of this research development.

The Evalaya approach is a qualitative evaluation approach with a storytelling technique of changes experienced by students after doing learning process of physical education and sports. The story of the evaluation of each participant was successfully described on his subsequent change in verification by a peers in then verified by the teacher. ASEMSMENT The participatory evaluation approach has been validated by experts and practitioners in physical education, after the assessment product is declared well, the products are tested in small-scale fields and large-scale fields as well as revised in accordance with each input, among the above, as Gengetia, Fahrudin, Kurniawan, and Beautiful, 2019).

Kahoot is a platform of the Joint Project collaboration between Norwegian University of Technology and Science with Johan Brand and Jamie Brooker as an initiator. Kahoot has two website addresses <https://kahoot.com/> for teachers and [https://kahoot.it /](https://kahoot.it/) for learners. This platform is accessible and used all features in the itption. The features of this platform are prioritizing the process of learning evaluation through the game directly complimentally even individually played and must be connected through the Internet network, (Princess & Muzakki, 2019).

In the context of learning physical education and sports, (dominant) in domination by motion materials through the sports game. The results of observations and interviews to 4 titles of Kita Kita Karawang, in learning applied with play and 75% of the teacher taught said difficulty in the process of assessment and evaluation eventually. Then 50% of the tongue teacher stated a lack of time in the process of implementing the assessment and learning evaluation. Based on government regulation no. 19 of 2005 on national education standards, teachers must have pedagogical, personal, professional, and social (national, 2005). Organizing the assessment and evaluation of learning is the competence that a teacher has to have in the pedagogical aspect.

From the existing issues, researchers are interested in developing participatory evaluation approaches in Kahoot platform-based learning, in view of the strategy for teachers to take advantage of learning evaluation. This Respondency Research In accordance with the superior theme of Singaperbangsa Karawang is "community development through local wisdom-based ipteks innovations" in the topic of the work-to-day and competitive education research and target research research is the education digital technology. By organizing evaluation with a participatory evaluation approach based on the Kahoot-based platform of the study, it can write a story of learning results in the Kahoot platform with his smartphone, students can judge themselves and in evaluation by friends and teachers about the story of the changes he wrote to tell the meaningful change in himself due to the learning process and directly can know the results of the assessment of his previous stories. Then in terms of time limitations, teachers in implementing the learning evaluation program to learners can be done from home

Evaluation of learning is the process of giving consideration of the quality of a single from learning outcomes, which has the goal to know the extent to which the objective of learning has been established at achievement by learners, Gustiawati (2015). One of the competencies to be mastery by the teacher is the evaluation of learning. This competence is in line with the task and responsibility of teachers in learning, which evaluates learning Including it performs the process of processing and learning outcomes. Learning is the interaction process between students with its environment so that changes behavior are better. In the process of learning the main principle is the process of engagement throughout the potential of the students. This process demands a critical attitude of the teacher and learner (Rohman, 2007) in (Saputra, Abdullah, & Judge, 2013). Thus, the understanding of learning evaluation is a systematic, sustainable, and thorough process or activity, in the framework of control, guarantee, and quality determination (value and meaning) learning of various components of learning, based on certain considerations and criteria.

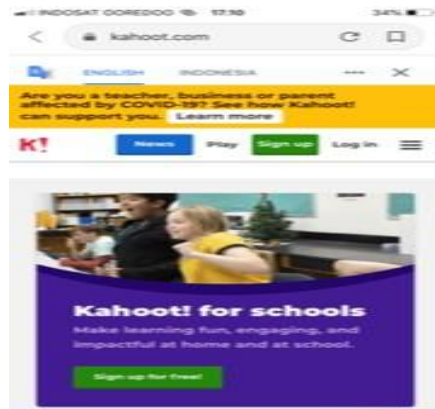
Erickson (1974) provides an understanding of the participation of two sides, the internal side and external side. Internal participation means the existence of the belief in the community. While participation in external sense is related to how individuals involve themselves with the outdoor community. In addition, one thing is also important in the concept of participation according to Suparjan (2003) is that participation is not only seen from the physical side alone. So far, according to him there is an impression that someone is said to have participated when he has been physically involved. At the case of the essence contained in the actual participation is not as narrower. Thought or depictions of advice from the participants are actually can be said to be a form

of participation. Participation is an active involvement in shared decision making. SANDAND, this provides extensive involvement in each learning process that is ranging from: 1) Engagement on the identification of problems in the bentARAN or in the school environment, 2). The planning process, where the learners are involved actively in the preparation of plans and strategies of the Based on the results of the identifikasi earlier, 3). Implementation of the learning process in SEKas well as assignment at home, 4). Evaluation, which is learned involves in assessing learning results that have been done, both self-assessing mMulting with his colleague, 5). Monitoring, in the implementation of teacher monitoring can involve students in the process of learning, 6). Mitigation, the learners can be involved in measuring and reducing the negative impacts / hazards caused by the use or learning method implemented, Mikkelsen (2003) in (Muslims, 2007).

According to Abady (2013) the essence of participatory approaches is an approach that is implemented by optimizing the implementation of learning management functions; Learning consistency in accordance with learning contracts; Learning oriented to improve the independence of learners, credibility, partnership and excellence. So the participatory evaluation approach is the use of the system in the quality of determining of the systematic, sustainable and thorough participants by involving active learners in learning designs to know the disagrees of learning objectives.

Kahoot is a platform of the Joint Project collaboration between Norwegian University of Technology and Science with Johan Brand and Jamie Brooker as an initiator. Kahoot has two website addresses <https://kahoot.com/> for teachers and [https://kahoot.it /](https://kahoot.it/) for learners. This platform is accessible and used all features in the itption. The features of this platform are prioritizing the process of learning evaluation through the game in a split even though it can be played individually and must be connected through the internet network. The process of learning evaluation can be collaborated with many available sources of learning on the internet. Some equipment must be prepared before the process of learning evaluation is done by using Kahoot to obtain optimal evaluation interaction: (a) overhead projector and screen. (b) Smartphone, tablet or laptop. (c) strong internet and reliable connection. Through the precondition of the above equipment is fulfilled, it can be done the next process is the stage of making the Quiz in Kahoot. At this stage there are two methods to make evaluation activities using computers and smartphones. If using a computer, stages can be done according to the following steps:

Type Kahoot.com and log in using Kahoot account, if not yet register as the Sign Up For Free button and sign up by using Gmail or Facebook account.



Picture 1. Kahoot.com view

Open Kahoot according to the desired, click Quiz to create multiple choice query questions. Any questions can be set in the time of time to answer and large scores that depend on the difficulty level on the matter. The final stage, every matter in Kahoot can be added images and videos to add an interesting context or provide assistance to answer about. If you're done, copy link or get a PIN (a combination of numbers) to navigate the quiz which has been created. For learners, no need to register an account as when entering as a teacher. It only requires a pin or link that has been obtained from the teacher's account when making Quiz.

To play this kahoot only three stages: 1) Run the Kahoot of the account as the Gurudan Show on the screen, then click Play and select mode between classic (individual = 1 tool for 1 person) or team mode (1 tool for some people). Wait until the pin appears. 2) pEquentials can access direct kahoot. It and join by using the pin that appears. Learners are expected to prepare a nickname or team name if used in Group mode. 3) Wait until the earned name of the learners at the Master's main monitor. Then click Start, (Princess & Muzakki, 2019).

The organization of the evaluation for teachers is the competence of one of the profession of teachers. Competence is defined as a thing that describes a person's qualification or ability, both qualitative and quantitative. In accordance with the Government Regulation. No14 in 2005 in Article 8 says about the competence of a teacher. There are 4 teacher competence as which of mees includes pedagogic competence, personality competence, social competence, and professional competence obtained through professional education, (national, 2005).

Pedagogic Competence is the ability to manage learning learners, which include: a) Undergraduate, B) Designers and implementation of learning, c) learning evaluation and, d) development of learners to actualize the potentials of it. Pedagogic Competence is a teacher's ability in managing learning learning processes. In addition, the pedagogic capabilities are also shown in helping, guiding and leading learners, (laws, 2011).

The development of the participatory-based platform evaluation approach as a strategy of organizing learning evaluation of physical education aims to create a product development of the performance of the leadership that utilizes digital learning. By developing an evaluation with a participatory evaluation approach based on the Kahoot-based platform of the study, it can write a story of learning results in the Kahoot platform with his smartphone, students can plan the evaluation to be made in the Kahoot platform according to the material that has been learned to be shown to his friend, then puts his answer, so when his friend fill in the problem / game made can see the final value. Benefits that teachers can and students can make effective learning evaluation without time limitations according to the number of hours of school lessons, as it can be made in the home in, especially in the pandemic time of the implementation of the Kahoot-based participatory evaluation is very suitable. Roadmap University features with target research goals are education digital technology. Product Development of Participatory Evaluation Approach-based Kahoot Platform As a Strategy of Overlaying Evaluation of Learning Physical Education will be beneficial for the teacher tongue in supporting its duties as an educator in the utilization of learning technology.

2. Method

This research uses research and development approach, with the aim of generating participatory evaluation approach in design in the digital application that is Kahoot platform. That is the development of the participatory evaluation approach of the Kahoot platform. The results of the development of this development research is a participatory evaluation approach in the Kahoot application for the implementation of learning evaluation of physical education and sports. The development of this learning evaluation uses the Research & Development (R & D) method of Borg and Gall, with the following design.

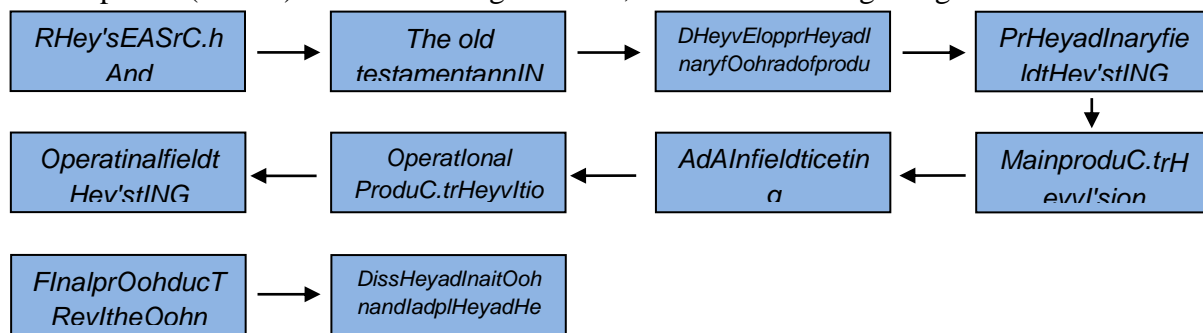


Figure 2 Instructional Design R and D

Source: (Gall, Borg, & Gall, 2003)

Based on design research and development borg and gall, then this research field diagram is as follows.

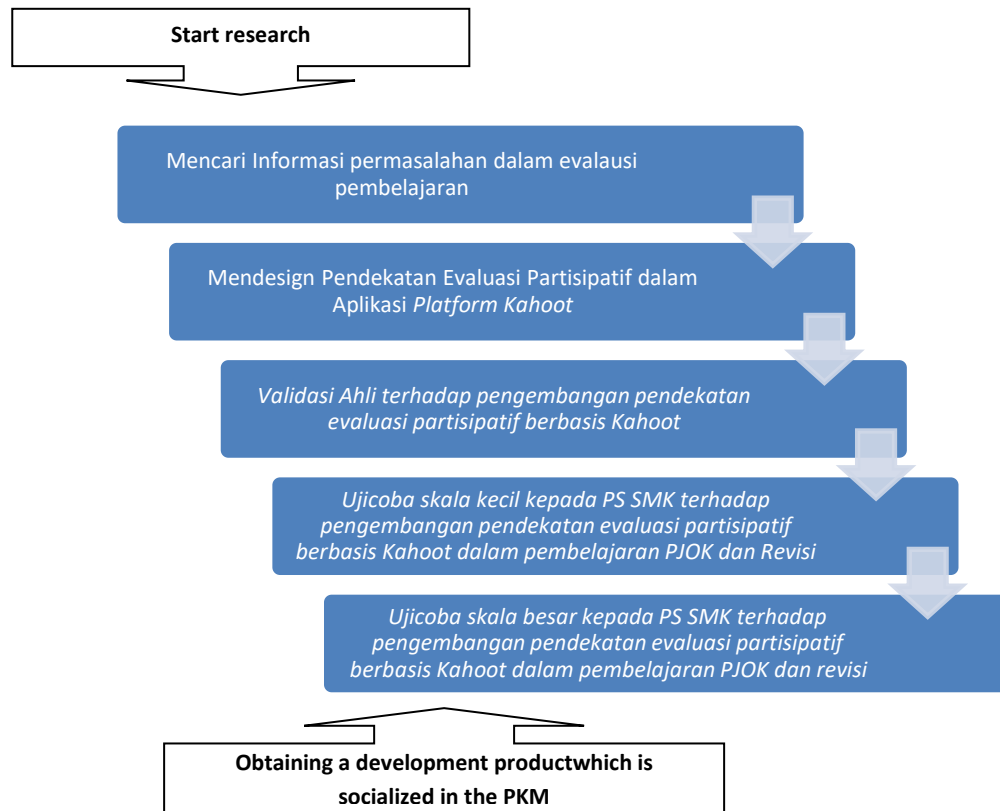


Figure 3 Research Field Chart

This research development has been adjusted to the superior theme of Singaperbangsa Karawang's "community development through local wisdom-based ipteks innovations" in the topic of working and power-based education research and has a target target research is a technology for education. The participatory evaluation approach of the Kahoot platform based on the learning of evaluation of learning to support increased competence of pedagogic teachers in organizing the assessment and evaluation of physical education of sports and health with digital platforms.

The Observation Sheet format uses a participatory evaluation approach in the form of stories containing 5 items of loaded in the Google Platform, as a data collection of results from the application of the participatory-based participant-based platform evaluation approach.

3. Results Research

1. Looking for information on the problem in Evaluation Learning

This research and development aims to provide a solution for physical education teachers from problems faced in implementing learning evaluation, some problems obtained from observation and interviews of 5-roman teachers. The problems faced by the teacher, including: a) the number of students in one group of learning / class, b) have difficulty in the process of assessment and

evaluation in the context of the game, c) the teacher tail declares a lack of time in the process of implementing the assessment and evaluation of learning and d) learning when pandemic Covid-19 adds new problems for the romance of teachers to be able to measure student changes in carrying out the teacher's duty given by teachers. Based on the obtained issues, the research team will create design of the appropriate evaluation development approach as a solution. 2. Designing a participatory evaluation approach in the Kahoot platform application.

The participatory evaluation approach itself is a student's involvement in the process of learning evaluation, from starting to install the instrument, then implementing evaluation, and is involved in the process of assessing. Learners are involved in acting in which the learning of the evaluation of learning that has been approached by the teacher, this is in accordance with the principle of independence learning. In the Covid-19 pandemi this changes all the life order is not only the field of education that requires social disable as well as disisable disisable fishacics. So at present, Indonesia has not opened the school as a whole to be able to perform the learning process face-to-face / offline. So online learning is an alternative to schools to keep implementing learning process, although efficiency and effectiveness is still far from the optimal word. From the demands of this situation, leading the team of research to develop a short-term editical patient-based evaluation of Kahoot platform in the prevention of physical education evaluation.

Kahoot has two website addresses <https://kahoot.com/> for teachers and [https://kahoot.it /](https://kahoot.it/) for learners. This platform is accessible and used all features in the iption. The features of this platform are prioritizing the process of learning evaluation through the game in a split even though it can be played individually and must be connected through the internet network. The process of learning evaluation can be collaborated with many available sources of learning on the internet. Some equipment must be prepared before the process of learning evaluation is done by using Kahoot to obtain optimal evaluation interaction: (a) smartphone, tablet or laptop and (b) strong internet and reliable connection. Through the precondition of the above equipment is fulfilled, it can be done the next process is the stage of making the Quiz in Kahoot.

In the implementation of this Kahoot-based participatory evaluation approach, the students make each other in the Kahoot on the underwater material that has been studied then mutual each other to do the Challenge or the game sent. Continuous learners to do each other about the friend's artist's friends and listen directly the results of the assessment of The question held. So learners are actively involved in planning, implementing, and assessing the evaluation of physical education learning.

At this stage there are two methods to make evaluation activities using computers and smartphones. If using a computer, stages can be done according to the following steps:

Step 1: Type in the Kahoot.com Browser

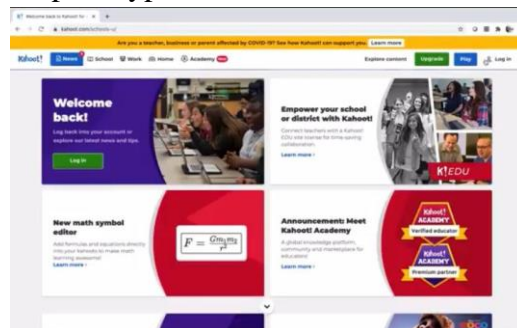


Figure 4 The initial View of Kahoot to login

Step 2: Create Kahoot, after LOGIN successfully

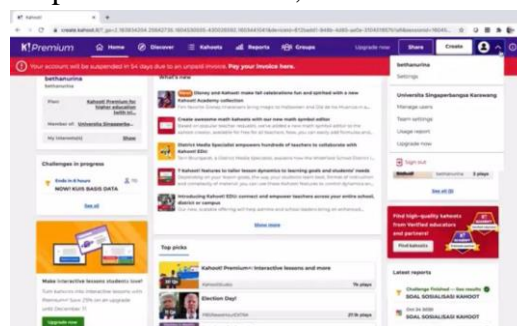


Figure 5 Create Kahoot

Step 3: Make a matter of choosing a kind of matter and determine the correct answer

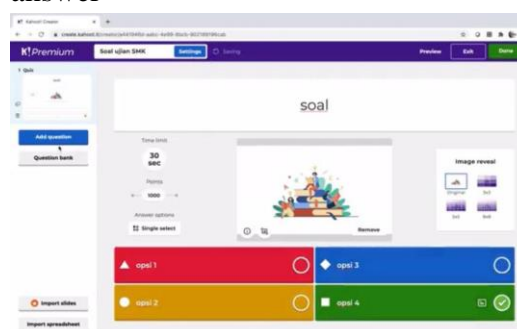


Figure 6 makes a matter on kahoot

Step 4: Determining the highest scores or winners of the female friends filling on the ones.

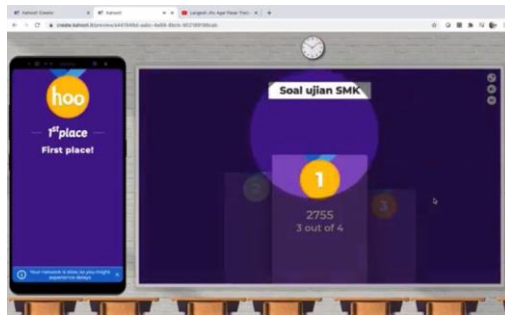


Figure 7. The winner on kahoot

3. Expert validation (Expert Judgment)

Expert validation to the development of the Kahoot-based participatory evaluation approach, after the research team made the design of the participatory evaluation development in the Kahoot platform, the next step of the experts of experts of experts on the concept of evaluation approach to be applied. The first expert is Dr. Mrs. Dewi Susilawati, M.Pd. As a physical education expert is the lecturer of the Philoscaskan Education of UPI Sumedang and Badha Mrs. Nurina Sari, M.Kom. As an Informatics science is the lecturer / korerprod of Facilkom University of Singapenbangsa Karawang. The input results of both experts can be generalized that the development of participatory evaluation rurals in this Kahoot platform is great for applicable as a delivery of a fun learning evaluation for learners, especially in the Candid-19 pandemic situation like this. However, the shortcomings of the development of this evaluation approach can only be done to learners in high schools that have understood IT and have good internet connectivity.

4. Small scale trial

Small scale trials were performed to learners SMK Lanterna Rengasdengklok as many as 30 students against the development of the Kahoot-based participatory evaluation approach in the performance of the perpet.

After escaping expert validation tests, design of the development of the Kahoot-based participatory evaluation in the implementation of the evangelical learning evaluation, the team of research provides training to students in learning the stage of making in question in Kahoot. The instrument used is using participatory evaluation instruments in data collection that is with the technique of determining 1 topic of questions for students telling the process that has been through in implementing a karah-based participatory evaluation in the implementation of the evangelizing learning of the underwater learning. With the topic of the question, "What can you reveal about the experience of implementing the Kahoot-based participatory evaluation in the evangelizing of the underwater learning\?" Generally the results of the respondent's story, revealed: A) Overall students SMK lantern nation has never used the Kaooth's

digital platform app. b) Most students understand the step of making on the kahoot. c) Evaluation by using Kahoot does not feel in the test / on the test. d) Students feel more passionate in doing evaluation of learning and e) students are happy to make a matter to friends to solve, complete the evaluation task of learning results given by friends, and f) There is a winner of the champion, who is the highest value.

Experiencing the following constraints: a) Students there have not had a smartphone or laptop, b) students still knock that do not understand the stage of making the problem in Kahoot, c) less skilled students in the fuel of questions / questions. The mask that adores a small scale test of process.

Revisions at this small-scale trial phase, students can be given an understanding of the game or question for the friends, then in this case, the teacher does not demand quality of the students, will prioritize the process of participating infradictive-based digital kahoot that stimulate creativity and fun for learners.

5. Large scale trial

Large-scale tests on the students of physical education and health recreation Singapen Singapenangkanga Karawang on the development of the Kahoot-based participatory evaluation approach in the course of evaluation of physical education of 34 romemen, as many as 80 students.

The research team gives students to study in learning to make in the Kahoot. Students can use unpaid issues. From this trial, students have new experience in making questions / instruments in digital platforms. Then after doing the test, the observation instrument used is using a participatory evaluation instrument in data collection that is with the technique of determining 1 topic of the question so that the student tells the story that has been through in implementing the characteristic evaluation of Kahoot-based in the implementation of the evangelizing of the underwater learning. With the topic of the question, "What can you reveal about the experience of implementing the Kahoot-based participatory evaluation in the evangelizing of the underwater learning?" Generally the results of the respondents, revealed: a) in the students of PJKR use of evaluation application Kahoti platform is still embracing LMIM applied, b) Most students understand the step of making on the matter of Kahoot. c) Using Kahoot as the game play. d) Most students declare greatly reserves and fill out about the Kaoot platform, because it looks interesting. e) Making games / questions on Kahoot can list images or videos according to the substance of material that have been learned. f) Assessment in Kahoot Dpat directly in thelan, G) can inform the value of the highest value in the evaluation.

AdEngaguantly the following constraints: a) Nothing is still having network constraints to students according to their respective home location, c) students are still less skilled in presenting questions / questions to his friend. The mask is seen in a large scale trial.

Revisions at the scale of trial scales, the researchers have made a team of merdered friends to provide explanations and direction to students left behind. Then provide the basic knowledge of the intrument in the learning.

4. Conclusion

With thus, development approach Evaluation Participatory Based Platform Kahootin the the implementation of evaluation earning penjasorkes from results validation expert, trial scale a small, trialscale bigwithre visionson the each stage,as well as from results observation respondents,development approach evaluation participatory based platform Kahootin the the implementation of evaluation earning physical education state deligibleinapply on the participants learners school medium top/equal and on the college student Department education physical health and Recreation.

Suggestions that can be researcher that can be continuousCreate your own apps related to the implementation of a more simple, unique, partial and participatory-based participation evaluation, itself, which has a basic story-based valuation system that has a basic story-based ratios that involve students or learners involved actively in the evaluation process from starting planning, implementation, and assessors.

References

- Madady, A. P. (2013). Participatory planning in regional development. Authority: Journal of Government of Sciences, 3 (1).
- Gall, M. D., Borg, W. R., & Gall, J. (2003). P. (1996). Educational Research. An Introduction.
- Gustiawati, R., Fahrudin, F., Kurniawan, F., & Beautiful, E. P. (2019). Development of the Evaluation Approach The Most Significant Change Technique in learning physical education and sports. Multilateral Journal of Physical Education and Sports, 18 (2), 125-129. <https://doi.org/10.20527/multilateral.v18i2.7624>
- Gustiawati, R., & Julianti, R. R (and (RB). Teachers Competence in Organizing Learning Assessment and Evaluation of Physical Education Vocational High School Teachers in Karawang District. The 4th International Conference on Physical Education, Sport and Health (Ismina) and workshop: Enhancing Sport, Physical Activity, and Health Promotion for Better Quality of Life, 908.
- Muslims, A. (2007). Participatory approach in community empowerment. Journal of Application Science Religion, 8 (2), 89-103.
- National, D. P. (2005). Government Regulation No. 19 of 2005 on National Education Standards. The Department.

- Princess, A. R., & Muzakki, M. A. (2019). Imphetize Kahoot as a digital-based learning media game based game in harvesting the era of industrial revolution 4.0. Proceedings of National Seminar Muria Holy University, 1-7. Retrieved from <https://docplayer.info/1474>
- Saputra, D. I., Abdullah, A. G., & Judge, D. L. (2013). Development of Project Based Learning Effects Program based Fuzzy logic. Innovation of Vocational Technology Education, 9 (1), 13-34. <https://doi.org/10.17509/invotec.v9i1.5089>
- Law, R. I. (2011). Number 14 Year 2005 & Regulation of the Minister of National Education RI 11, 2011 "About Master and Lecturer." Bandung: Imaging Umbara.