ENHANCING FRENCH LANGUAGE PROFICIENCY BY INTEGRATING GAMIFIED LEARNING PLATFORMS: EXPLORING THE IMPACT OF KAHOOT

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With the rapid advancement of the technology in Education, the integration of the online platforms has emerged as a powerful tool to upgrade the effectiveness and the efficiency of the language learning. Among a variety of online teaching and learning tools, Kahoot offers an interactive and engaging approach to French language learning, engaging students in active participation and motivating for the language learning process. (IJMOE, June 2020) French language is taught as a main subject for the BA Degree program of Rajarata University and BA Degree program is being conducted in a hybrid mode in which the lectures for the first year first semester are conducted online and while the other lectures and the end semester examination are conducted on-site. Unlike the other disciplines, learning French language through online mode was identified as a challenge conducting a survey using the feedback from the previous undergraduates who experienced complete online learning and end semester examination during Covid 19. (IJMOE, June 2020) In order to resolve the language acquisition problems faced by the past students, interactive tools were used throughout the language teaching process and including Kahoot. To assess the effectiveness of Kahoot, this study adopts an experimental design with pre- and post-intervention assessments to evaluate the impact of Kahoot on students' French language proficiency. The research was carried out online over a period of 15 weeks during the initial semester of the first year French undergraduates who are complete beginners. The online lectures were conducted adopting the traditional lecture-discussion method for 7 weeks and assessed online. Then the rest of the online lectures for the following weeks were conducted allowing students to participate in French language quizzes and interactive activities created on the Kahoot platform. Before the end semester examination, online assessments were conducted and qualitative data was gathered using questionnaires, observations and students' performances based on usage of Kahoot and the quantitative data was analyzed using SPSS. The results indicate that the Kahoot positively influences students' French language learning outcomes. Based on these test results, participants demonstrated improved vocabulary absorption, enhanced listening skills, and increased motivation to actively engage with the language. Through these findings, the research draws a conclusion that the gamified approach of Kahoot encourages friendly competition, creating a sense of enjoyment and the collaboration in the learning environment and by integrating technology in language education, Kahoot contributes to create a student-centered and engaging learning environment, fostering meaningful language acquisition and communication skills.

Keywords: French language; Kahoot, Online learning and teaching; Technology integration

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