

## Benefits of Digital Tools in Learning Evaluation

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### ABSTRACT

Significant changes in people's lifestyles and culture, especially the shift from print media to digital media, have forced the world of education to adapt quickly. Evaluation of learning in the digital era requires the development of learning strategies that utilize information and communication technology. Evaluation is crucial in understanding students' learning abilities and determining learning outcomes. Evaluation principles, such as continuity, completeness, cooperation, fairness, and practicality, are essential aspects of the evaluation process. Using digital evaluation tools, such as Google Forms and Kahoot!, has a positive impact with greater efficiency, effectiveness, and student engagement. Google Forms allows for more efficient evaluation by storing data in the cloud, while Kahoot! Provide a fun learning experience and increase student engagement. The workshop results showed that English teachers at SMA Negeri 1 Peranap positively responded to the use of Google Forms in evaluating digital learning, indicating acceptance and recognition of the benefits and convenience of this technology. Integrating digital evaluation tools is a relevant solution for improving the quality of learning in the digital era.

### ABSTRAK

Perubahan signifikan pada gaya hidup dan budaya masyarakat, khususnya peralihan dari media cetak ke media digital, memaksa dunia pendidikan harus beradaptasi dengan cepat. Evaluasi pembelajaran di era digital memerlukan pengembangan strategi pembelajaran yang memanfaatkan teknologi informasi dan komunikasi. Evaluasi sangat penting dalam memahami kemampuan belajar siswa dan menentukan hasil belajar. Prinsip-prinsip evaluasi, seperti kesinambungan, kelengkapan, kerjasama, keadilan, dan kepraktisan, merupakan aspek penting dalam proses evaluasi. Penggunaan alat evaluasi digital, seperti Google Formulir dan Kahoot!, memberikan dampak positif dengan efisiensi, efektivitas, dan keterlibatan siswa yang lebih besar. Google Formulir memungkinkan evaluasi yang lebih efisien dengan menyimpan data di cloud, sementara Kahoot! Memberikan pengalaman belajar yang menyenangkan dan meningkatkan keterlibatan siswa. Hasil lokakarya menunjukkan bahwa guru bahasa Inggris di SMA Negeri 1 Peranap memberikan tanggapan positif terhadap penggunaan *Google Forms* dalam mengevaluasi pembelajaran digital, yang menunjukkan penerimaan dan pengakuan atas manfaat dan kemudahan teknologi ini. Mengintegrasikan alat evaluasi digital menjadi solusi relevan untuk meningkatkan kualitas pembelajaran di era digital.

### Kata Kunci

: Evaluasi Pembelajaran, Kahoot!, Google Formulir

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## INTRODUCTION

Every passing second reflects Indonesia's journey in facing change, where collaboration between the younger and adult generations is crucial. The adult generation brings abundant experience, while the younger generation brings fresh ideas about the future. The digital era provides opportunities and challenges when adaptation to change is not done well. People's lifestyles and culture have experienced a significant shift from print media to digital media. Every transformation that occurs brings the possibility of discoveries that can provide convenience and pose challenges. Therefore, behind the current conveniences, we will face new problems that require innovative solutions and thinking. One of the challenges that arises is the importance of developing learning strategies in the digital era.

This change has changed the paradigm and learning practices in education today. Advances in education in the digital era allow students to gain knowledge quickly and easily. This transformation requires teachers/lecturers to have skills in integrating information and communication technology in the learning process. Learning in the digital era is no longer centered on teachers or lecturers but focuses on students (student-centered). In the digital era, all aspects of life, including learning, rely more on digital media. Digital learning requires readiness from both students and teachers to communicate interactively through information and communication technology, such as computers/laptops with the Internet, smartphones with applications, and others. Therefore, the presence of information technology can be used as a strategy in learning in the digital era to improve the quality of learning.

*Evaluation* is a systematic and continuous process that aims to assess the quality, value, and significance of something based on specific considerations and steps (Zainal, 2012). In this context, evaluation can be explained as a methodical step to assess a subject's relevance based on specific criteria (Elis et al., 2017), focusing on providing grades (Sanjaya, 2008). This evaluation aims to evaluate student learning outcomes (Zamzania & Aristia, 2018), a guide for creating new policies in learning (Izza et al., 2020; Awiria et al., 2022), and measure the success of the material taught in class (Zamzania & Aristia, 2018). Thus, practical evaluation becomes crucial for understanding existing capabilities and determining learning outcomes, which influences the overall quality of teaching (R. Seitz, 2018).

The primary purpose of evaluation is to determine the extent to which the teacher's learning process has been implemented (Arikunto, 2018). Evaluation can inspire students to be more involved in their education and encourage teachers and schools to improve the teaching and learning process (Maidin & Wardah, 2019). As the primary information-gathering tool, evaluation involves assessing learning exercises, programs, educational plans, learning strategies, and other school activities (Wandini & Lubis, 2021). In improving the quality of education, the assessment/evaluation system is considered an important step (Sujana, 2010).

Arifin (2016) states that evaluation principles include five essential aspects: continuity, completeness, cooperation, fairness, and practicality. Evaluation is a continuous planning process carried out sparingly (continuity). In addition, the evaluation must be comprehensive, fair, and impartial and involve all parties (completeness, fairness, and cooperation). The final aspect is that evaluation must also be practical so that it can be easily used by teachers or related parties (practicality). The learning evaluation process involves three main stages: planning, implementation, analysis, and reporting results. For optimal evaluation results, general principles such as continuity, completeness, fairness, cooperation, and practicality must be applied at every stage (Ratnawulan Elis, 2015).

An *evaluation tool* is an instrument that helps in carrying out tasks or achieving goals effectively and efficiently. Arikunto (2012:59) states that an evaluation tool is considered good if it can evaluate something according to the assessed conditions. To achieve good evaluation

results, students' understanding of the learning that has taken place is also a key factor. Therefore, the teacher's role in creating an exciting and memorable learning process is vital to improve students' understanding and ability to think critically, creatively, collaborate, and communicate (Noermanzah & Friantary, 2019, p. 6631). In the current digital era, teachers are faced with demands to be creative and innovative. One application that can be used is Kahoot!, which allows the creation of exciting quizzes, discussions, and surveys. By utilizing evaluation tools like Kahoot!, teachers can provide a fun learning experience for students, increase their engagement, and provide immediate feedback.

Not only Kahoot! One platform that can be used for free to design digital quizzes is Google Forms. This platform has a very easy-to-use and user-friendly interface. Several previous studies, such as those conducted by Batubara (2016), have explored using Google Forms to assess lecturer performance in the PGMI UNISKA Muhammad Arsyad Al Banjari Study Program. This research revealed that students and lecturers were satisfied with using Google Forms to evaluate lecturer performance because of the ease of access, time efficiency, and minimal paper use. This opinion is also strengthened by research by Rahardja et al. (2018), who studied using Google Forms as a member registration system on the Aptisi.or.id website. This research shows that adopting Google Forms results in changes to a more efficient online registration system.

## METHOD

The research method used in this paper is a qualitative research method with a literature study approach. The researchers gathered the data from supporting articles, books, and research publications. The study technique is to conduct a library search and gather data from writings (literacy) on the subjects mentioned (Zed, 2004). The descriptive-analytical method is used in the discussion method to clarify and elaborate on the key concepts pertaining to the subjects covered. The author first selected some of the data that had been gathered, and then the researcher began categorizing the data based on the topic and conversation. Since this study uses qualitative methods for data processing, different search results from primary and secondary sources are critically analyzed, compared, and interpreted.

## DISCUSSION

### A. Digital Tools in learning Evaluation

The term evaluation for individuals involved in education and teaching has been introduced previously. In their book "Learning Evaluation," Jihad & Haris (2012:55) define *evaluation* as an assessment. Assessment activities are integral to an educator's duties and are carried out after completing the learning process. According to Jihad & Haris (2012:55), assessment is a process of giving or determining value for specific learning outcomes based on specific criteria. Meanwhile, Arifin (2009:5) defines *evaluation* as a systematic and continuous process to determine the quality (value and meaning) of something based on specific considerations and criteria to make decisions. Tayibnapis (2008:4) adds that evaluation should help in development, implementation, meeting program needs, program improvement, accountability, selection, motivation, increasing knowledge, and support of those involved. Referring to several expert views, evaluation is a systematic and continuous assessment of a process regarding learning outcomes to determine quality and assist in the development, implementation, fulfillment of needs, and improvement of a program. An evaluation tool is needed as a means to carry out an evaluation.

An *evaluation tool* can achieve predetermined goals (Fathurrohman, 2007, p. 15). These tools can be divided into two types: verbal and nonverbal. An evaluation instrument,

also known as an evaluation tool, is used to facilitate the implementation of a task or achieve a goal more effectively and efficiently. Arikunto (2012:59) states that an evaluation tool is considered good if it can evaluate something with results that reflect the evaluated situation. Evaluation tools are used to assess and evaluate the extent to which the learning process is delivered to students (Dewi, 2018). Therefore, an evaluation tool can be considered an instrument used to assess and evaluate a learning process with results that reflect the conditions being evaluated.

Many tools or instruments can be used as tests and non-tests in evaluation activities. This evaluation tool cannot be separated from the purpose of evaluation, which involves assessing student learning progress, improving and enhancing student learning activities, and providing feedback to improve the implementation of learning activities (Ministry of National Education, 2004). The evaluation tools or instruments involve tests and non-tests. According to Jihad & Haris (2012:67), a test is a collection of statements or tasks that must be answered or carried out by the individual being tested to measure their understanding of the subject matter. Written tests can be multiple choice, fill-in-the-blank, true-false, matching, short answer, and oral tests. In contrast, non-written tests can include observations, attitude scales, questionnaires, diaries, and checklists.

## **B. The benefits of the digital tools in Learning Evaluation**

Using technology as an evaluation tool becomes more possible and practical compared to conventional evaluation. Traditional evaluation involves using paper as an evaluation medium, and manual correction and teacher grading have been considered inefficient and time-consuming. In addition, this method could be more effective in preventing student cheating, which can cause less accurate evaluation results regarding student abilities. In this case, Aryanti (2021) stated that technology integration, especially using Google Forms, can save educators time, energy, and costs.

According to Batubara & Ariani (2016), Google Forms, as a free service in Google Docs, makes it easy for students and teachers to learn, such as complete compiled questions. Google Form templates are accessible in multiple languages and are easy to use and understand. This application was initially designed for surveys but can be adapted for learning purposes, with the advantage of secure data storage in Google Drive without the risk of viruses (Rahmiyati, 2020).

*Google Form* is a worksheet application or template form that can be used individually or simultaneously to collect user data. With support for other applications such as Google Sheets, Google Docs, and other add-ons, Google Forms operates on the Google Drive cloud storage (Mardiana & Wiyat Purnanto, 2017). In the context of using evaluation in Google Forms, teachers need to carry out a preparation stage, design task identification, student names, and IDs, fill in the form with various elements (text, images, web links, videos, etc.), and continue with the implementation stage. The form model can be adapted to the desired result, such as a narrative, audio-visual, or link model (Adelia et al., 2021).

Interactive learning games such as Kahoot are also innovations in learning platforms in Indonesia's Industrial Revolution 4.0 era. *Kahoot* is an application that uses information and communication technology (ICT) to assist learning. This application is web-based and allows the creation of simple quizzes and games (Martikasari, 2018, p. 183). With a social learning design, Kahoot allows collaborative learning via a projector screen, computer monitor, or mobile device screen. Even though it is simple, Kahoot provides a fun learning experience.

Kahoot participants will be shown a question on the screen and given time to answer, and the correct or incorrect answer will be immediately displayed. Points are awarded for each answer, and the highest point ranking is displayed. The results of participants' answers can be summarized in Microsoft Excel. In data processing, The Math: AritGeo application on the Android platform helps people learn mathematics, especially regarding arithmetic sequences and series, with an excellent response (95%). Kahoot! as an evaluation tool at home (study from home) received a positive reaction and perfect score interpretation (average 90) Kahoot! Provide fun experiences such as playing games with various questions; 4) Kahoot! It provides many advantages and benefits and is exciting) This application is easy to access, play, and enjoyable; 6) Kahoot! can be integrated well into mathematics learning.

Based on the results of the workshop on Using Google Forms as a Digital Learning Evaluation Media in Wahyuni's research, it can be concluded that the teachers experienced a positive impact from the digital test workshop using Google Forms. This workshop provides tangible benefits, new knowledge, and skills for using Google Forms in the learning evaluation process. The English subject teachers at SMA Negeri 1 Peranap were able to implement digital test design via Google Forms. They successfully applied the knowledge gained from the workshop to their daily learning practices. English subject teachers at SMA Negeri 1 Peranap responded positively to using digital tests via Google Forms. This positive response reflects teachers' acceptance and recognition of the benefits and convenience of using this technology in the learning evaluation process.

## CONSLUSION

Using digital tools, such as Google Forms and Kahoot!, in learning evaluation provides a positive impact and significant benefits. Integrating information and communication technology (ICT) in the evaluation process brings greater efficiency, effectiveness, and student engagement. Using digital tools, such as Google FThe lows the evaluation process to be more efficient by storing data in the cloud, saving time, and easing access. Digital evaluations are also moeasingctive in providing feedback quickly and accurately. Interactive learning games like Kahoot! Provide a fun learning experience and increase student engagement. With an interactive format, students become more active in learning and evaluating.

Digital tools allow teachers to provide direct feedback to students. Evaluation results can be accessed and analyzed quickly, enabling the adoption of improvements and improvements in learning. The workshop results showed that English teachers at SMA Negeri 1 Peranap responded positively to using Google Forms to evaluate digital learning. This indicates acceptance and recognition of the benefits and convenience of this technology. Kahoot! Provides a fun learning experience with interactive quiz and game formats. This can increase students' motivation to participate in the evaluation process. Integrating digital evaluation tools is a relevant solution for improving the quality of learning in the current digital era. Developing learning strategies that adopt technology is essential so that education can continue to adapt to changing times and maximize the potential of the younger generation and adults to achieve better educational goals.

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