

ABSTRACT

This paper reports on the exploration of using Kahoot as a game-based online tool to enhance students' motivation for reading. The basis for this research is the low level of students' interest and motivation in reading, which can affect their language skills. Therefore, attractive, visual learning media are needed to help develop students' motivation to read in English. Thus, Kahoot was chosen as the learning medium because it includes many elements presented with engaging visuals that can attract students' interest and motivation, as well as reading material in English, especially for classroom use. This study employs a qualitative case study design. The participants in this study were EFL students Senior High School in Kawali. Data collection utilized two instruments: observation and interview with thematic analysis. Observations were conducted to assess students' participation during classroom Kahoot use, while interviews explored students' perceptions of using Kahoot as a game-based online tool to enhance student motivation in reading. The result of the study indicates that students actively participated during the learning process by using Kahoot. Additionally, students mentioned using Kahoot positively as a game-based online tool to support and enhance their understanding of material text with excitement and increase their motivation to read in English. This indicate kahoot are successful as a media for students. They felt that using Kahoot was fun and easy to remember, and mentioning the material text. The Visual Kahoot as media also served as a supporting factor. In conclusion, the use of Kahoot as a game-based online tool to enhance students' motivation in reading contributes positively to increasing students' motivation, improving understanding of reading in English, and fostering participation in the pedagogical aspects of language development, especially learning English as a foreign language.