

CHAPTER I

INTRODUCTION

In this chapter the discussion underpins on the topic under investigation. It includes the background of the study, research question, objective of the study, significant of the study, scope and limitation of the study and definition of key term.

A. Background of Study

Grammar is one of the most important things in the process of learning English. Appropriate grammar should be used when students want to have good proficiency in all English skill, listening, reading, speaking, and writing. Mastering grammar will help students to produce well-structured sentence, whether in speaking or writing. The other reason why grammar is very essential is because students can express their ideas accurately if they understand the rules in grammar well. Hence, students can also be more active to speak in their everyday life. Therefore, the urgency of grammar is to avoid students' tendency in producing ambiguous words and patterns. Thus, effective and attractive teaching must be provide by teachers when teaching grammar in the classroom (Wang, 2019).

In this current days, students are more familiar with technology. The use of technology in almost all aspects makes many changes in teaching and learning process. Now, students' learning styles, the process of learning, and media used in the classroom are different than then. It makes teachers face some difficulties in delivering the material. Teacher is expected to find more fun activities to make the classroom alive. Consequently, teachers are

struggling to find new method, technique, or media to encourage and stimulate students in learning in the classroom. Furthermore, based on Tobias et al. (2014), students spend more time to play game rather than study. Then, this problem bring up the idea to gamified the activity or lesson.

Gamification is commonly defined as implementing the principle of game in something, one of which is education, to motivate students in learning subject. It means that some or all elements in game such as points, leaderboards, badges, incentives, challenges, rewards, and so on are used to interest, attract, or stimulate students in elevating their skill. Jusuf (2016) points out that gamification is a bit different with game-based learning. In game-based learning, students play a game which contain the lesson they learn. While gamification means that students are studying using game concept. One of platforms that can be used by teacher to do gamification is Kahoot. Kahoot provides the elements of game and can stimulate student's desire to study. Using Kahoot, students can play either individually or in groups. It makes the class more fun and the students can be more competitive in positive way.

Some research related to gamification and kahoot have been conducted. First, a research by Ima, entitled "Examining the effectiveness of using the kahoot application as a medium in learning to read for students majoring in English at STKIP PGRI Jombang" was conducted in 2017. The result shows that Kahoot is greatly influencing student's reading ability and it can be easily understood by students compared to using reading texts. The other research was conducted by Rahmatul Jannah in 2022. the title of this

study is “The Implementation of Gamification in Teaching Grammar in Higher Education”. the researcher of this study wanted to explore the implementation gamification in higher education and how the response of the students. The result shows that students can be more excited in learning and can elevate their skill in grammar. Another study that applying technology in teaching grammar was conducted by Hastuti (2021) entitled “Utilizing Learn English Grammar Mobile Application in Improving The Students' Grammar at SMP Negeri 14 Palopo ”. Here, the researcher use CAR as research design. After applying three cycles, the researcher find out that students can more be focused on the lesson when using fun technology

Based on the previous explanation about grammar, gamification, and Kahoot!, the author of this research is interested to conduct a study about the implementation of Kahoot! entitled *The Implementation of Kahoot! as Gamification Platform in Teaching Grammar at SMAN 1 Plemahan*. Furthermore, this study aims to give alternative for teachers in applying technology in the teaching process. Additionally, this research is expected to make the teaching and learning process more interesting, fun, and meaningful..

B. Research Question

Since the present study wants to have deeper investigation in teaching Grammar learning by using kahoot application in SMAN 1 Plemahan and how they they make the students engage in the Grammar skill classroom interaction, the researcher has two research question, as follow:

1. How is the implementation of Kahoot as gamification platform in learning grammar in SMAN 1 Plemahan?
2. What is the response of Students in SMAN 1 Plemahan to the implementation of Kahoot as gamification platform in learning grammar ?

C. Objective of Research

Based on the research problem, the objective study are:

1. To find out the implementation of Kahoot as gamification platform in learning grammar in SMAN 1 Plemahan.
2. To explore the response of Students in SMAN 1 Plemahan to the implementation of Kahoot as gamification platform in learning grammar.

D. Significant of the research

- a) Students: students can practice Grammar English properly and correctly and students can be better in mastering English. Furthermore, they can feel that learning English is fun and not difficult.
- b) Teacher: This study wants to help the teacher in teaching and learning process. This technique can create comfortable and effective learning so that the material can be delivered well and be easier to understand.
- c) The Researcher: Researcher understands the implementation of Kahoot application as gamification platform.
- d) Further Researcher: this study can be used by further researcher as reference to conduct a study in related idea.

E. Scope and Limitation of Research

This research will focus on the use of Kahoot as gamification platform in SMAN 1 Plemahan, precisely in English Grammar class for second grade students. The researcher will join the process of teaching and learning english Grammar and observes the implementation of Kahoot in the chosen class.

F. Definition of Key Term

The researcher defines the key term of this study in order to avoid misunderstanding of this study.

a) Teaching Grammar

The process of teaching involves two roles, teacher and students. The aim of teaching is to improve one's ability in one or more skills. Grammar can be defined as an ability to ask and share information with others. Grammar, then, can be done either one way or two ways Grammar.

b) Gamification

Gamification here refers to an online-based educational game used by teacher in teaching grammar for second grade students in SMAN 1 Plemahan. Gamification involves game-based mechanisms engage people and inspire action, promote learning, and solve problems.

c) Kahoot Application

Kahoot! Is one of learning applications that provides game-based learning tool. Kahoot has many features that will enable both students and teachers to do many activities in the class.