CHAPTER 1

INTRODUCTION

A. BACKGROUND OF STUDY

In this era, there are many theories that support the technology to use in the educational world. Educational Technology is the study and ethical practice of facilitating learning and improving performance by creating, using, and managing appropriate technological process and resources[1]. Unfortunately, many of the teachers are still using manual models in teaching. Whereas, now is the era of technology, so that a teacher must have a different ways in teaching learning activity. One of the interesting ways that can be applied to student is to use information and communication technology (ICT). ICT is a subject that requires direct practice. It opens the opportunity to each teacher to innovate in creating the media study that can help students understanding. This opportunity will create the innovation, invention, and creativity, the exactly in English educational technology.[2] So, ICT must become an integral part of the general education curriculum so that students are prepared to meet future technology challenges.[3]

Sometimes, many teachers are still confused to use ICT and this fact becomes a controversial discussion among teachers. It causes the limitations in

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[1] Januszewski, A., & Molenda, *Educational technology: A definition with commentary.* (New York: Lawrence Erlbaum Associates, 2008)

[2] Huning Anwariningsih, Sri, Sri Ernawati. *Development of Interactive media for ICT Learning at Elementary School based on Student Self Learning,* (Indonesia: Journal of Education and Learning, 2013).P. 121-128

[3] Di Benedetto,A, *Does technology influence teaching practice in the classroom?* (Philadelphia: Proceedings of The National Educational Computing Conference, 2005)

the ability of teachers in using technology to support teaching and learning process. But, when the teachers know about the function of it, the teachers are able to change the way of their think about teaching practice. Although, change is not an easy job because it is not simply a transition from traditional teaching to teaching with technology, but is a change involving what they call a shift in teaching paradigms: a shift in the way of thinking about teaching.[4]

And in other hand, traditional approaches to teaching, lecturing and tutoring confined to classroom are extended by modern approaches to teaching using the more recent technology of online classroom, multimedia, courseware, distant course, online workshops, media education and video conferencing.[5] So, the teacher should be able to be a master on ICT in teaching and learning process, and they could give something more interesting in teaching learning that they provide to students, because the motivation of student will increases if the teacher use the technology in their learning. And this is evidenced by the students in SMP POMOSDA Nganjuk who said that the use of ICT in English teaching and learning in the classroom still not vary and needs another media. So, sometimes the students feel bored and their motivation to learn decreases.

Whereas, now is the era of the curriculum in 2013 that aims to encourage learners or students have the ability to better perform observation, questioning, reasoning, and communication (presentation) of what they earn or

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[4] Jose Fandino Parra, Yamith, *The impact of ICT training through wikis on in-service EFL teachers: change in beliefs, attitudes, and competencies*. (Colombia: A Colombia Journal for Teacher of English,2012) 11-32

[5] Olabode Owolabi,T, *Teacher education, Information and Communication Technology: prospects and challenges of E-Teaching Profession in Nigeria* (Nigeria: American Journal of Humanities and Social Sciences, 2013) 87-91

they know after receiving learning materials. So, the teacher should to mix this approach with technology in their teaching learning activity, because student will more motivated to learn when technology is part of their daily school experience.[6]

Teacher needs another instructional media to improve the efficiency and effectiveness of the learning process. Because with Instructional media, it can increase students' motivation and improve their knowledge and skills in English,[7] exactly in English Vocabulary. So, the teacher needs the design and development of instructional media that have a very important role in learning technology. One of media in developing interactive multimedia based on learning media is Game Quiz in Quiz Creator Application. By using this media, the teaching and learning in English will be more efficient and effective, because Quiz Creator is a professional quiz software builder that lets you create and manage your quiz or survey, and track the result.[8] So, the student will be motivated in their vocabulary learning process, and this media able to increase their motivation on it. And the teacher will have new ideas in every teaching and learning process.

Other benefits are making communication easier with individual students and groups of students, supporting students to take responsibility of

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[6] Mag-isa Estoque, Cecilia. *The effectiveness of Telecollaborative Learning Activities on Students' performance in English.* (Journal of the Research Center for Educational Technology, 2009)

[7] Arsyad,Azhar. *Media Pembelajaran.*(Jakarta: PT RAJAGRAFINDO PERSADA, 2014). P. 154

[8] https://www.wondershare.com/pro/quizcreator.html , accessed 4 April 2016

their own learning, and releasing time for more active, engaging and interactive forms of teaching.[9]

B. IDENTIFICATION OF PROBLEMS

From the explanation above this research has problem:

How Game Quiz using Quiz Creator suitable with material on English Book (Curriculum 2013) for first grade of Junior High School?

C. RESEARCH OBJECTIVES

The objective of this research is to develop Game Quiz using Quiz Creator application as media in teaching English for first grade of Junior High School.

D. PRODUCT SPECIFICATION

Products (Quiz Creator) produced in this development is the media gathered in a single file that is contained in the Flash Disk or Compact Disk, containing the results of Quiz Game products consisting of a cover in Game Quiz that matches the theme of the lesson, then displayed some points that will be discussed, and the media will discuss the descriptive text.

Because in this media using the curriculum in 2013, then we can start from the points about the KI and KD, and brainstorming related to the core material, the definition of descriptive text, generic structure of descriptive text,

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[9] Kattimani, *E-learning Technology in the ICT Era: Application to Technical education.* (Desidoc Journal, 2012). P.459-467

examples of text descriptive the form of text, and video as Ice break, and the last is a matter of evaluation of descriptive text. Thus, each point will give each a different explanation when the user clicks a button on a certain point as they wanted. Then there is the "back and continue" to make it easier to repeat material that is less clear.

The media focus on developing students' vocabulary in English vocabulary, in which students are encouraged to learn English using a media that more advanced, namely computer or CALL (Computer-assisted language learning). So that students can explore their knowledge and can present high motivation to learn. And the material of the Game Quiz is about Descriptive text with the topic "I'm Proud of My Teacher" that one of topic in Teacher and Students' book in Curriculum 2013. The app is so simple to do, the user just clicks on a point where they want to open, and choose the correct answer according to the instruction of the Game Quiz, and after finished to do that, the value of their work directly out on the screen, so that they know how much they earn score. And the application has many types of exercise, consisting of true false, multiple choices, multiple response, fill in the blanks, matching sequence, word bank, click map and short essay. And the Application also has many advantages, like as there are time limit, online / offline version, password, answer revision, support with picture, audio and video, etc.

E. PRODUCT LIMITATION

Product development based learning interactive media using Quiz Creator subjects in English is based on the analysis of the needs and characteristics of students in Junior High School so that product development is generated only used by students in Junior High School are analyzed have limitations, because this program will be more effective when carried out in the multimedia or Computer laboratory, or using a Smartphone.

F. DEFINITION OF TERMS

1. Quiz Creator

   Quiz Creator is a professional quiz software builder that lets you create and manage your quiz or survey, and track the result,[10] and enabling users to create professional flash based quizzes with exquisite images, video and audios.[11]

2. Interactive Learning

   Hands-on approaches to helping students become more engaged and retain more material. With or without a form of technology, interactive learning helps students strengthen problem solving and critical thinking skills.[12]

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[10] https://www.wondershare.com/pro/quizcreator.html accessed 4 April 2016
[11] https://www..quiz-creator..com/online-quiz-maker/ accessed 4 April 2016
[12] https://study.com/academy/lesson/what-is-interactive-leaning-overview-tools.html accessed 4 April 2016