

CHAPTER I

INTRODUCTION

This chapter discusses the background of the study, research questions, objective of the study, hypotheses, scope and limitation, significance of the study and the definition of the key terms.

1.1 Background of the study

Learning a language requires expanding one's vocabulary. Like learning English, vocabulary is one of the most important skills a learner needs to develop in addition to other skills like speaking, writing, reading, and listening. Since vocabulary fosters mastery of certain language skills, pupils would be unable to read, write, listen, or speak without it (Cahyono, Widiati, 2018:1). Three skills must be mastered when learning English: pronunciation, vocabulary, and grammar (Suyanto, 2010:43). The first of the three elements that needs to be learned and mastered is vocabulary. Students won't be able to construct sentences without the vocabulary.

Instructors can support their quiz-based learning strategy in a traditional classroom setting or virtually by utilizing Kahoot, an online game-based platform. It enables teachers to design interactive assessments. The instructor may also decide to play Kahoot alone or with a group of students. To allow the students to enter the room and get ready for the test, the teacher puts up a game, creates a game pin code, and gives it to them. Once all of the students have entered the room, the teacher can start the quiz. With its student response

system and game-based learning methodology, Kahoot provides students with an entertaining way to practice newly learned words. Using Kahoot as a student response tool can encourage higher participation from kids who experience fear or introversion.

Additionally, Kahoot serves as a formative evaluation by giving both the teacher and the student instant feedback (Stowell & Nelson, 2007). It appears that students can assess their own performance using Kahoot. Along with providing a fun and interesting way to promote learning and retention, teachers will also evaluate their students' vocabulary development. As previously mentioned, the author decided to employ Kahoot to investigate whether or not it can improve students' vocabulary mastery.

1.2 Research Question

Based on the research background discussed above, the current research states there research problem. Therefore, it is the research interest to focus on : Is using Kahoot game effective on students' vocabulary mastery?

1.3 Research Objectives

The objectives of the research is to measure the effective of using Kahoot games on students' vocabulary mastery.

1.4 Hypotheses

Based on the relation between the background of the study, the research problem, and the objective of the study, the researcher can take the hypothesis

(H_a): There is significant different between the students' who are taught using Kahoot and those are taught using Quizizz

(H₀): There is no significant different between the students' who are taught using Kahoot and those are taught using Quizizz

1.5 Scope and Limitation

The author in this study focuses on students of MA Al-Huda Kota Kediri as a research topic. The students of MA Al-Huda Kota Kediri became the focus of the research. Focus on vocabulary mastery.

1.6 Significance of the research

The importance of research is supposed to bring knowledge and some benefits. Some possible ways are presented below:

1. For the Teacher

For English teacher, this study hopefully will give a new reference about Kahoot and how to use the class. In addition, Kahoot can be applied in teaching-learning Vocabulary mastery in Senior High School.

2. For the student

Students are expected to improve their vocabulary mastery with using Kahoot application or other applications and also students are expected so that with this research can be motivated in learning.

3. For the researcher

It is expected that the result gives some knowledge an experience for the researcher in teaching learning process, especially in teaching vocabulary using kahoot application. It is also can be use as new reference

about media in teaching learning process especially in teaching vocabulary.

1.7 Definition of The Key Terms

1. Kahoot Game

Kahoot is a game-based learning platform, used as educational technology in schools and other educational institutions. The platform is a learning game called "Kahoots," which are multiple-choice tests made by users that can be viewed using the Kahoot applications or a web browser.

2. Quizizz Game

Quizizz is a gamified, interactive learning tool that focuses on creating tests to evaluate students' learning. Quizizz provides a wide range of customisable choices to construct quiz questions that are specific to the assessment level, subject matter, or preferred response kinds, in addition to the standard multiple-choice quiz varieties. Interactive lessons, surveys, polls, and even memes that may be incorporated into a quiz or lesson can all be made with Quizizz.

3. Vocabulary

A person's vocabulary is largely based on the number of terms they are familiar with; they may have a large or small vocabulary. Nonetheless, the term can be interpreted in many different ways and accurately conveys the variety and complexity present in a large portion of the English language.

