

CHAPTER I

INTRODUCTION

This chapter presents the background of the study, research question, the objectives of the study, the significance of the study, the limitation of the study and the definition of key terms.

A. Background of the Study

Vocabulary is an important aspect of learning English as a foreign language. It is essential for students to have a strong vocabulary to understand and communicate effectively in English. Faiz and Siahaan's (2022) research showed that vocabulary learning can be improved through a variety of strategies, including visualization techniques and the use of visual vocabulary. Visual vocabulary refers to the expression of words through pictures or graphics, which can help students understand and remember new words more effectively. Hatch and Brown (1995) argue that vocabulary is a list or set of words for a particular language or a list or set of words that individual speakers of a language might use. Vocabulary can be represented in various ways, such as lists or sets, and can be organized according to different criteria, such as word families, semantic categories, or levels of difficulty. Research also emphasizes the importance of providing multiple opportunities for students to learn vocabulary, as a single exposure or explanation may not be enough for students to remember and understand the terms.

Many students still have difficulty understanding what the teacher is saying. Students' inability to master vocabulary is the cause. Rivers as cited in Nunan (1991) confirmed that "vocabulary is essential for successful second language use, because without sufficient

vocabulary, people cannot communicate and express their feeling in form of spoken and written effectively”. In addition, the teacher’s teaching techniques or methods are not effective and innovative, the teacher’s inability to manage learning in the classroom with the help of media that can support when learning takes place. Teachers, furthermore, are suggested to employ planned vocabulary presentation as various as possible (Pinter, 2006). Inappropriate teaching methods occur, for example when the teacher lacks mastery of the subject matter and the preparation of the material is less mature, resulting in the teacher’s delivery being unclear. As a result students are not interested in learning. teachers or educators can use various applications that can support the learning process to achieve the goals of the learning process. Vocabulary learning through gamification can give students confidence that their grades can improve. In this case, gamification has a role to combine student learning experience and game elements that can increase learning motivation and engagement in learning.

Nowadays, many students use technology. Due to the fact that younger learners are highly dependent on technology, almost all aspects of their lives are inseparable from technology. Young learners spend a lot of time playing online games, sharing or updating their activity on social media, and simply obtaining information. The utilization of technology in learning can be done through a variety of technologies, such as print, audio-visual, computer-based, and integrated technologies. research by Huang, S. & Hew, K.F. (2018) in the journal Educational Technology Research and Development, online learning platforms that use gamification and multimedia elements have been shown to increase student engagement and learning effectiveness.

The development of technology and the internet has opened up wide access to various innovative and interactive learning platforms. In today’s digital era, students no longer rely

entirely on conventional classroom learning methods. Many online learning platforms and others offer learning materials with various methods such as interactive videos and gamification that make the learning process more fun and less boring. In this highly developed world, there are many platforms that can be easily accessed by students to help them understand a material. With the existence of learning platforms on the internet can provide new learning innovations for students, and certainly students will not be bored with a fun learning style. Means et al. (2010) in a report from the U.S. Department of Education showed that online learning can be just as effective, if not better in some cases, than face to face learning. .

Technology incorporation is one of the supporting ways of teaching and learning materials that help students increase learners' achievement and encouragement to learn English through online platform (Ayu, 2020). Technology has significantly changed education. In the past, learning was centered on the teacher as the main source of information. However, with technology now the students have wider access to various learning resources. Now with ease, students can explore the world of knowledge through the internet, watch interactive learning videos, or even collaborate with classmates from different parts of the world. Students are eager to experiment with different technologies to support their learning, largely because they are skilled in the use of mobile technology and enjoy using applications and games designed for such devices (Prensk, 2001). One of the main reasons is that technology makes information easier to understand and receive. Interactive simulations, educational games, and animated videos make learning feel more fun. Technology also enables more individualized learning. Each student has a different learning style, and technology can accommodate these differences. Some students are visual, some are more audio and some are more kinesthetic. With a variety of learning applications, students can choose the learning method that best suits them.

Motivation is one of the important things in student learning activities. There are some students who lose motivation and enthusiasm in undergoing learning. There are many factors that affect student motivation, namely sleepiness during class, learning activities that students find less fun, and many more. In this case, as a teacher, you must be able to provide fun learning but still in the context of the subject. There are many ways that the teacher can overcome student enthusiasm in the learning process. The teacher can provide ice breaking before starting the lesson, that way students will be excited to start learning. In this era, teachers have used technology a lot in learning activities. Zucker and Fisch, 2019 has researched that the more

student interest of the subject of learning the faster they understand the material and be good in grade in any subject of English skill. With the use of technology, students will be more interested in learning because of the use of technology that students may rarely use for learning media.

One example of educational software that uses game-based education is Kahoot! Which has the potential to create online tests, chats, and questionnaires and allow students to collaborate on research topics. Kahoot as one of technology-based media has been claimed to be suitable for vocabulary teaching (Hadijah et.al, 2020). Media other online game-based learning is Kahoot!. Kahoot! is an online game which was developed to address the challenges in the learning process that makes students more concentration, more collaboration, comfortable in learning and increase motivation to learn by Nokham (2017). Kahoot is a free online platform that enables teachers to ask questions to students, who then respond using their own devices by selecting from multiple-choice answers. It tracks each student's responses and the speed of their answers, providing teachers with valuable data for assessment purposes. This game-based learning tool is utilized to reinforce students' knowledge, conduct formative assessments, or serve as a refreshing alternative to conventional classroom activities. Overall, it is an enjoyable and interactive resource that can be employed to challenge and evaluate learners. Various types of Kahoots are available, including quizzes, surveys, jumbles, discussions, and challenges. Kahoot quizzes can be particularly beneficial for supporting English language learning, as educators can create surveys and interactive quizzes that students can access using a unique pin number. Furthermore, Kahoot quiz game questions may include multimedia visuals such as pictures and videos to further engage students (Dellos, 2015) and students get to earn points for answering questions correctly and quickly.

The Kahoot Game can also be used to assess learning outcomes, behaviors, and attitudes of students. It is a user-friendly tool that can be accessed via smartphones or PCs and has been used by millions of students in the United States. Budiati (2017) claimed that the study of Kahoot intended as a mixture of the use of ICT in education and games, is very applicable in English class to develop students learning. The Kahoot Game can be used to increase student participation and engagement in the learning process, and it can be used as a formative assessment tool to provide immediate feedback to both students and teachers. Some previous study have shown that Kahoot can make students more active and enthusiastic about learning. Licorish and his colleagues (2018) also found that Kahoot helps increase student engagement in class. However, most of these studies still discuss the use of Kahoot in general, and not many have focused on students' learning motivation when learning English vocabulary. in fact, vocabulary is an important part of learning English that is often considered difficult and boring by students. Therefore, this study aims to fill the gap, by examining how the use of Kahoot can affect students' motivation in learning vocabulary in English subject.

B. Research Questions

Based on the explanation above, the researcher formulated the problem as follow :

1. How is the students' motivation in SMAN 6 Kota Kediri to the use of Kahoot as a gamification platform in learning vocabulary?
2. How is the perceptions of students in SMAN 6 Kota Kediri using Kahoot as a gamification platform in the English vocabulary learning process?

C. Objectives of the Study

Based on the research problem, the objective study are :

1. To find out the students motivation in using Kahoot as gamification in learning vocabulary in SMAN 6 Kota Kediri.
2. To find out students' perceptions of using Kahoot as a gamification platform in the English vocabulary learning in SMAN 6 Kota Kediri.

D. Significance of the Study

- a) Students : Student can increase their knowledge about various kinds of vocabulary in English properly and correctly. Students can feel that learning English can be fun and interesting way.
- b) Teacher : This study wants to help the teacher in teaching and learning activities. This methods can create effective learning that the material can be delivered well and be easier to understand.
- c) The Researcher : Researcher understand the use of Kahoot application as gamification platform for students motivation in learning English vocabulary.

E. Delimitation of the Research

This research focus on the use of Kahoot application in SMAN 6 Kota Kediri, precisely in English vocabulary for 11th grade students. The researcher will be involved in the process of teaching and learning English Vocabulary and observe the use of Kahoot application in the chosen class.

F. Operational Definition of Key Terms

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

- a) Vocabulary

English vocabulary has an important role in English learning, learners get to know vocabulary through reading and memorization. The ability to understand and use the right words in English greatly affects understanding and communication.

b) Kahoot!

Kahoot! Increase interest in learning by providing a student platform for free. Students can learn and take questions or quizzes anytime and anywhere.

c) Students' Motivation

Students motivation is the drive from within (internal) or outside (external) that makes students want to learn, try, and persist in the learning process to achieve certain goals. Motivation in learning is very important for students, the role of motivation is something that can make students have enthusiasm in doing learning. in learning activities, sometimes students have lazy nature and lack of enthusiasm, because they think that learning is something difficult and boring. Students that are highly motivated will develop into highly competent and efficient language learners.