

CHAPTER I INTRODUCTION

This chapter consists of the background, research problem, objective of the research, hypothesis, limitation of the research, significance of research and definition of key term(s).

A. Background

Grammar is the most important aspect that must be mastered by learners (Andriani & Wahyuni, 2020). Without understanding grammar well, learners cannot absorb the intention or the context of the sentences even paragraphs. They tend to misunderstand the meaning. Grammar will make us know how to speak well and correctly. The role of grammar is important because it is a vital component that must be mastered especially for Indonesian learners (Andriani & Wahyuni, 2020). If a person does not know how to arrange sentences using proper grammar, the sentence that is produced by him will not be understandable and even meaningless. In order to write correctly, learners must master grammar to avoid misconceptions and wrong context. In order to speak and listen correctly, learners must master grammar to avoid miscommunication. Everything in the world should be organized well in order to get a well outcome, as well as in language. People need to learn grammar because grammar is the organization of language itself. If we want to make correct sentences, speak English with accuracy, and write English with correct structure, grammar is the important thing that must be mastered in order to achieve those goals (Saidah, 2019). Moreover,

with grammar sentences will be more structured and people can understand the context of the sentence well.

Grammar is a little bit confusing for students. It has many rules on it and also has different structures. Students tend to find difficulties in learning grammar and understanding how to arrange the correct structure. They still lack to distinguish the part of speech and when to use world-class, for example, verbs such as verb base, verb present participle, verb past tense, verb past participle. Mostly, in simple present, there are auxiliary verbs “do” and “does”. Even though some students can understand the difference clearly, but others cannot distinguish between auxiliary verbs. It will be a challenge for teachers and it will affect student’s scores. Therefore, students have to understand the structure of grammar clearly in order to avoid incorrect answers and construct structures (Purwaningsih et al., 2021).

Technology has already developed tremendously in this era. All fields are influenced by technology including education field. Technological advancement is not the thing that can be avoided. As we know the more advanced science, the more technology development is. All fields have been influenced by the development of information and communication technology. It can be seen by the use of ICT in activities of many fields, even in the education field. Hence, teachers are demanded to improve and utilize technology in their strategy in the teaching-learning activities. Furthermore, most students in this era have their own portable devices such as phones, laptops, computers, and tabs. Students already know clearly how to use the devices. It will be an advantage for teachers for using

portable devices as media, moreover if teachers can integrate between the method that is used as a strategy with students' favorite things like games. Games can motivate students to be more competitive.

Due to the closure of the school during COVID-19 pandemic, teachers must have new innovations to conduct teaching-learning activities even though from home. Hence, teachers begin using online platforms and change the normal class to online class, which uses phone or laptop. Mostly, students lack motivation and interest in online classes and the teacher does not know if the students are honest or dishonest (Rahmawati, 2021). Seeing this condition, teachers have been looking for a new method to increase the students' motivation in online classes and teachers found game-based learning. Game-based learning can be defined as a learning method by using games and this strategy makes students study in a comfortable way without any stress or pressure (Akour et al., 2020). Using game-based learning is the latest motivation method that is implemented by teachers. As we know game is fun and it can influence students' interest in teaching-learning activities (Rahmawati, 2021). Moreover, gamification is the best implemented in the E-learning system and plays an important role to encourage students in an online class (Strmečki et al., 2015). The common examples of game-based learning platforms are Kahoot, Quizizz, Quizlet, Wordwall, Educandy, Oodlu, Quizalize, Baambozle and Factile. In Indonesia, the well-known game-based learning platforms are Kahoot and Quizizz. Those platforms are used to test students' ability in mastering the material.

Quizizz is the platform used to test students' ability through multiple choice and essays and it has a rank system. After answering the question, Quizizz provides a leader board that shows students' ranking and scores. All the students know who is taking lead, they try to beat students in top rank and get the highest score. Students are excited to be the number one and they have enthusiasm. Hence, It makes them study more to compete with their friends through Quizizz (Rahmawati, 2021).

Quizizz also encourages students in mastering grammar. By learning grammar, students are able to write and speak well. Using Quizizz solves the problem, Quizizz has some features such as display, avatar, leader board, music, and theme. Another interesting feature from Quizizz, it also automatically presents meme which shows the correct and incorrect answer (Fadhilawati, 2020). It is safe to say that Quizizz makes students have enjoyable and satisfying also funny experience when doing exercise. Quizizz allows students to access it easily and they will be more active in class. Furthermore, with those features students will memorize the material better and the structure of correct grammar.

Based on the preliminary research that the researcher conducted by interviewing the English teacher in SMPN 5 KEDIRI, this school is chosen by the researcher to conduct the research because the students in SMPN 5 KEDIRI are lack of participation and enthusiasm in teaching and learning activity especially in learning grammar. Moreover, due to this pandemic students lost their interesting in teaching and learning activity. Students tend to do the quiz or tasks that are given by the teacher in not serious way which affects their score.

A study was conducted to assess students' ability in understanding 16 active voice tenses using Quizizz. The result showed that there was significant improvement in students' understanding 16 active voices and there was also an improvement score in the post-test that was conducted by the researchers. The research showed that Quizizz is effective for teaching grammar (Purwaningsih et al., 2021).

Another study was conducted to evaluate grammar using Quizizz. The research involved 24 students as the participant, the students took intermediate English grammar class in the second semester. The researcher taught grammar using Quizizz and conducted post-test to students. The result showed that students' ability in mastering grammar was increased and by using Quizizz, it was able to enhance students' skill in mastering grammar (Fadhilawati, 2020).

Amalia (2020) found that Quizizz as an online formative assessment tool was interesting for the students. The researcher involved 20 students of Dynamic English course. The result showed that students have positive perspectives in using Quizizz, students found that they cannot cheat, which they must be honest and it had attractive displays that made students feel comfortable and enjoy the teaching-learning activities because it was able to create competitive atmospheres in class.

Based on the importance of Quizizz in teaching grammar , the researcher would like to conduct the research by focusing on grammar skill of EFL students entitled **“The Effectiveness of Quizizz as Game-Based Learning in Teaching Grammar to the Eighth Grade of SMPN 5 Kediri”**

B. Research Problem

Based on the background of the study. The problem statement that researcher has identified is “Is there any significant difference between the students taught by using Quizizz and the students taught by using power point slide on their grammar mastery?”.

C. Objective of the Research

Based on the statement of the problem above, the general objective of the study is to investigate the significant difference between the students taught by using Quizizz and the students taught by using power point slide on their grammar mastery.

D. Hypothesis

The hypothesis is specific statement of prediction. It describes the prediction for the result of the study. The researcher formulates hypothesis.

Ho : There is no significant difference between the students taught by using Quizizz and the students taught by using power point slide on their grammar mastery.

H1 : There is significant difference between students taught by using Quizizz and the students taught by using power point slide on their grammar mastery.

E. Limitation of the Research

In this study, the researcher only focuses on teaching grammar simple present tense. The researcher carries out this study on the eight grade in SMPN 5 KEDIRI in academic year 2021/2022, the media that is applied is Quizizz and power point slide.

F. Significance of the Research

The research is conducted with the aim to give several advantages for some sides, practically and theoretically. It gives advantages from several sides as follow :

1. For the students

The result of this research can make students increase their grammar skills and get knowledge of the correct structure. It is expected to tell the students about new media or technology to learn English, so they are not bored with just an old media or conventional way of learning grammar.

2. For the teacher

the result of this research is the teacher can understand what students' need also understand the problem that is faced by students in grammar skills and teachers can know also apply the new strategy in teaching grammar.

3. For the researchers

the result of this research can be a reference for the researchers who use Quizizz in teaching grammar skill.

G. Definition of Key Term(s)

1. Grammar

Grammar is the rule to arrange meaningful sentences by putting words together as well as to combine sentences into appropriate paragraphs with correct

structure, and it can express the feeling of the speaker through the form of sentences.

2. Teaching grammar

Teaching grammar is sharing knowledge about structure of language to help learners absorb and understand the structures of language effectively. It also helps learners to acquire unknown grammar forms and structures.

3. Game-Based Learning

Game-based learning is described as an approach to teach, where students explore relevant aspect of games in learning context designed by teachers. Game based learning allows students to engage with materials in playful and dynamic way.

4. Quizizz

Quizizz is the platform used to test student's ability through multiple choice and essay and it has rank system. It offers multiple features to make classroom fun, interactive and engaging.