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.

A. Background of Study

English is the most widely spoken language in the world, and is also the mother tongue used by more than 400 million people spread all over the world, the use of English in the international world is used in everyday environments and also when working in the world. His social life. And also English is used almost all over the world, especially with countries that have bilateral relations, the only language used as a liaison language is English.

In this modern world full of challenges and intense competition, everyone is advised not only to have a high level of education, but also required to have special skills that we commonly call skills. One of the most needed skills today is the ability to speak English. In accordance with the explanation above, English is the language of global, so for those who want to be one step ahead of people in general, it is necessary even to master English Pattymahu (2012).

In learning English there are four skills or skills that we must master, namely listening, speaking, reading, and writing. We will also meet two important components that support the four skills, namely reading comprehension or words and grammar or sentence structure. In the early stages of learning English, we will be introduced to

reading comprehension. Learning reading comprehension is a very important part of learning a language. The more words that are known, the greater the ability to understand what is heard and read and the higher the ability to be able to say what you want to say or write.

One method to develop students' reading comprehension that can be taken is to use media-based learning Online application or with the use of game-based learning methods. The material provided by the teacher will be more easily understood by students students with the help of appropriate learning media Like some applications used by teachers in carrying out the learning process are: Google Classroom, Email, Youtube, Zoom, Jitsi, Google Meet, Quizizz, Schoology, Kahoot, and more. Learning approach using This game can provide a new learning experience for students.

Students become more active, the learning atmosphere is more dynamic and additional learning experiences in general are some of the benefits that can be obtained from the use of game-based applications. This is also supported by the literature in previous research which states that the use of learning media technology-based systems are generally considered better than traditional systems Fies & Marshall (2006).

One of the applications that are commonly used in doing quizzes, namely: Quizizz. This learning application is different from other applications. On app In this way, students can answer quizzes or questions with an attractive appearance. With the limitation of time, it will make students more challenged to solve it. Some of the advantages possessed by Quizizz application compared to other applications, including the presence of a board, a leaderboard that allows quiz participants to find out quiz participants' scores and ratings compared to other participants Zhao (2019).

In previous studies, the benefits and the use of the Quizizz application in the process of teaching and learning activities. Study The statement explained that students would be happier if the Quizizz . application used during classroom learning on a regular basis. Using the app Quizizz in Physics 1 is able to increase concentration, the Quizizz app makes a better impact on the classroom use regularly compared to classes that only once using the Quizizz application, improve learning outcomes and students' skills in mathematics at the high school level and increasing the ability to master grammar.

The purpose of this study was to determine students' perceptions of the effectiveness of using the Quizizz application in the language subject English. It is necessary to find gaps, advantages and disadvantages from previous research. Based on the explanation above, the author is interested in analyzing the effectiveness of using the application Quizizz in learning English. This is done to encourage other authors to analyze this topic specifically Swarniti (2021)

B. Research Questions

1. Do students who are taught by Quizziz Application have better achievement than students who are taught using Textbook?

C. Objective of The Study

Referring to the statement of the research problem above, the researcher presents the objectives of the research below:

1. To find effectiveness on using Quizziz Application as media of teaching reading skill.

D. Hypotheses

In this study, there are two hypotheses stated as follows:

- Alternative Hypotheses (H_a) : There is significant effect of reading comprehension using quizziz to the ten grade student in senior high school
- Null Hypotheses (H_0) : There is no significant effect of reading comprehension using quizziz to the ten grade student in senior high school.

E. Scope and Limitation

The author in this study focuses on students of SMAN 1 WATES as a research topic. The students of SMAN 1 WATES became the focus of the research. Focus on reading comprehension.

F. 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 anew reference aboutQuizizzand how to useitin theclass.In addition,Quizizzcan be appliedin teaching-learning Reading comprehension in Senior High Schoolschool.

2. For the student

    Students are expected to improve their reading skills with using Quizizz application or another applications and also students are expected so that with this research can be motivated in learning.

3. For the researcher

    It is expect that the result give some knowledge an exprerience for the researccher in teaching learning process, especially in teaching reading usingquizizz application.

It is also can be use as new reference about media in teaching learning process especially in teaching reading.

G. Definition of The Key Terms

There are four terms in this study stated as follows:

1. Reading comprehension

   Reading comprehension is a complex skill that requires an active interaction between text elements and the reader. The reader is an active participant with a text and the reader makes sense of how ideas based on the text relate to one another by interpretive interactions between what the reader gleans from the text and what the reader already knows. From the statement, it is clearly understood that comprehension is the most important in reading. Since comprehension of the text is the ultimate goal in reading. Understanding comprehension processes is crucial to the study of reading.

2. Narrative text

   Reading narrative text is the activity of getting information from the text which aims to entertain or amuse the readers through a sequence of events and ends in resolution.

3. Quizzes

   Various kinds of studies related to the use of the Quizizz application, shows the benefits gained, illustrates that Quizizz can improve the competence of each student and student expertise.