

CHAPTER I

INTRODUCTION

In his chapter, the researcher presents about background of study, formulation of research problem, purpose of the study, formulation of hypothesis, significance of the study, limitation of study, and definition of key terms.

A. Background of the Study

The progress of science and technology is a challenge for teachers in carrying out the learning process in the world of education. In general, the progress of science and technology is able to accompany the progress of the world of education. The quickly progress of science and technology requires schools and teachers to keep up with changes. According to Tondeur et al (in Lestari, 2018) which states that digital technology has now begun to be used in educational institutions as a means of support both as a giving information and as a tool in learning. Therefore, education must also use technology to assist the implementation of learning.

In learning process, there will be the students feel not interested in the subject matter delivered by the teacher. Usually the teacher only does a monotonous learning. Monotonous learning delivery offers with improper teaching style, teacher room control, loss of motivation and no possibility to take part in classroom discussion. So that the learning process experienced by students becomes boring. To avoid this, the teacher must have the ability to organize and be able to choose the subject material in such a way that makes the students have a

stimulating and challenging learning. The problem is made even more difficult because of the pandemic right now.

At the beginning of 2020, the world community was shocked by the Covid-19 pandemic. This pandemic has greatly impacted all fields, including the education sector. Formal education is usually carried out directly in schools by conducting face-to-face meetings must be constrained by this pandemic. Policy adjustments by the government are continuously being carried out. One of the policies implemented by the government during this pandemic is to conduct online learning.

The progress of science and technology can be utilized in the learning process to be more effective, especially during this pandemic. By government policies require online learning, teachers must be able to use technology and media. Teachers can take advantage of mobile devices, internet networks and a platform. It is hoped that by using this technology, online learning can be done from their respective places without having to meet face-to-face.

Learning through online does not face-to-face certainly that has various challenges. One of the challenges is the reduced focus of students because they do not face-to-face meetings. It needs a media that can increase the motivation of students. Teaching media is a component that has an important role in supporting the success of learning. Teaching media as acts or a distribution tool used by teachers. It means the teaching media as a facilitator in the learning process to deliver subject matter to students. The importance of the existence of teaching

media is also clearly stated in the Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 22 of 2016 concerning Standards for the Primary and Secondary Education Process, which states that "Teaching media, in the form of learning process aids to deliver subject matter".

One of the teaching media that follows the development of science and technology is internet-based teaching media. Internet-based teaching media is an innovative teaching media that can be a reference that provides new innovations in carrying out an interactive and effective learning process. This internet-based teaching media is also called e-learning. E-learning is an example of the use of information and communication technology that can be used to facilitate a learning process. One type of e-learning in Indonesia is Quizizz application.

Quizizz application is a multiplayer quiz application. Quizizz application can be accessed through the website and used by students in class or at home. It is designed to activate learning so that students do not get bored in following the lesson. This application already has a collection of quizzes. The students also can easily access it. Quizizz application has the advantage that the questions presented in application have a limited time allocation. Due to the limited time students are trained to think quickly and accurately in solving problems with Quizizz application. It can build interactive learning because after doing the quiz students can find out the ranking obtained in answering the quiz.

The use of Quizizz application applied as an e-learning based teaching media, especially in online learning. This application expected to increase

students' learning motivation in a learning process. Through the Quizizz application is interesting and fun for learning with the application of the "learning by playing" system, it is hoped that it can be a special attraction for students in the learning process. The use of this application is also expected to make it easier for students to understand a learning material using online so that their learning motivation will increase.

In this study, the researcher focused on grammar. The reason researcher only focused on grammar that is because grammar is needed to support the four English skills (listening, speaking, reading, and writing). According to Nunan (1991: 145) in his book with the title "Language Teaching Methodology" explains that grammar is a description of the structure of a language and the way in linguistic units such as words and phrases which are combined to produce sentences in the language. It usually takes into account the meanings and functions of these sentences have in the overall system of the language. That means, in the process of teaching and learning English grammar has a very important role to support the four language skills. Teaching and learning focuses on meaning or communication. It is considered insufficient to achieve language proficiency. Teaching with a communicative approach, grammar is considered as the basic of communication in the use of language.

In addition there were some previous studies regarding to the implementing of Quizizz application as teaching media in teaching English. The first previous study was from Siti (2018) entitled "*The Use of Quizizz Application in Improving Students' Reading Comprehension Skill at SMKN 3 Takalar*". The

results of this study show that the use of the Quizizz application is improving students' reading comprehension. The reading ability of students using the Quizizz application showed better learning results than before using the Quizizz application. The researcher said Quizizz application is very pleasant to use in the teaching learning process. It can help students improve their reading ability.

The second previous study is a research conducted by Sugihartini (2020) entitled "*Quizizz Effect on Students' Grammar Mastery in Higher EFL Classroom based Mobile Assisted Language Learning (MALL)*". It confirmed the research was effective. The comparison between t-observed and the critical the value of t-observed is higher than the critical value of t-observed. The finding of this study proves that the MALL strategy through the Quizizz application has a significant impact on students' grammar mastery. Sugihartini also said the implementation of this application as teaching media give positive effect to the students. The students looked very excited and interesting in answering quiz. Some of them also felt challenging in answering the quiz through Quizizz because of the limitation of the time

The third previous study was a classroom action research that was organized by Dian (2021) entitled "*Using Quizizz Application for Learning and Evaluating Grammar Material*". The research was found that the students got good score of Grammar. It is proven from the students' performance in learning relative pronouns in the first cycle has increased from 64.25 in the pre-test to 83.75 in the post-test. In addition, from questionnaire presented the most of the students said that they are motivated to learn relative pronouns by applying

Quizizz application. It could be concluded the students gave positive views toward the use of Quizizz for learning and evaluating relative pronouns.

The last previous study is administered by Rahayu (2018) entitled "*The Use of Quizizz in Improving Students' Grammar Understanding through Self-Assessment*". The result showed that students were able to do self-assessment as a result of their ability to identify their strengths and weakness. Majority of student showed significant improvement on their grammar understanding depicted from the increasing score among three tests they took respectively.

So, from the previous studies above it can be concluded that in Sitis' studies showed that Quizizz application was effective as media applied in improving reading comprehension at SMKN 3 Takalar. Then, in study conducted by Sugihartini said that Quizizz application is also effective as teaching media applied in grammar mastery at students of higher level. Meanwhile, Dians' study said Quizizz application is also effective for students of second semester and this application also gave positive views to the students. On the other hand, Rahayus' research said that Quizizz application was effective in improving students' grammar understanding. Therefore, the researcher is interested in testing or verifying whether or not Quizizz application effective applied in teaching grammar of eighth graders at SMPN 1 Sumbergempol entitles "The Effectiveness of Quizizz Application towards Students' Grammar Understanding among The Eighth Graders at SMPN 1 Sumbergempol".

B. Formulation of Research Problem

Based on the background above, the researcher can be formulated of research problem as follows:

“How is the students’ score toward grammar before and after being taught using Quizizz application among the eighth graders at SMPN 1 Sumbergempol?”

C. Purpose of the Study

According to the formulation of research problem, the purpose of this research is: “To find out whether Quizizz application is effective towards students’ grammar understanding among the eighth graders at SMPN 1 Sumbergempol or not”

D. Formulation of Hypothesis

According to the problem of this study, the hypothesis is as follows:

1. Null Hypothesis (H_0)

There is no significant different score between the students before and after taught by using Quizizz application among the eighth graders at SMPN 1 Sumbergempol.

2. Alternative Hypothesis (H_1)

There is significant difference score between the students before and after taught by using Quizizz application among the eighth graders at SMPN 1 Sumbergempol.

E. Significance of the Study

This research could give useful information about the effectiveness of Quizizz application towards students' grammar understanding among the eighth graders at SMPN 1 Sumbergempol. Hopefully, this research will be useful for people in education field and give contribution for:

1. For Teacher

The result of this study will give contribution to the teacher to help teaching students in teaching grammar. Teacher can apply the Quizizz application to make the students easier understand and memorize in grammar. Hopefully, by using this Quizizz application the students can really understand the grammar well and they know the benefits of the application.

2. For the Students

Quizizz application can be used to mastery and develop the students' ability in understanding grammar. It will give the student new experiences in teaching and learning process. They will be more enjoy in learning process. Furthermore, it is hoped to give positive influences to students in their English skill.

3. For the other researcher

For the other researcher who are interested in doing research about grammar or Quizizz they can get a basic information about the use of Quizizz application as media in teaching grammar. They can apply the Quizizz application to other English skills. They can also use other ways to take advantage of this application.

F. Limitation of Study

The study focuses on two things. The first, it concern deals with the using Quizizz application for teaching and learning process in grammar implemented to the eighth graders at SMPN 1 Sumbergempol. The second concern is related to the students' grammar understanding whether or not the teaching media (Quizizz application) is effective.

G. Definition of Key Terms

To avoid misunderstanding and misinterpretation of the key terms used in this study the researcher defines some terms as follows:

1. Teaching media

Teaching media is anything that can be used to transmit a message from a teacher to students that stimulates the mind, attention, and interest of students.

2. Quizizz application

Quizizz application is a web tool for creating game interactive quiz for use in classroom learning.