

CHAPTER I

INTRODUCTION

This chapter presents the background of the study, research problem, objective of study, significance of study, scope and limitation of the study, and definition of key terms.

A. Background of the Study

The Covid-19 pandemic began to enter Indonesia in early 2020 bring change to Indonesian society. New habits such as washing hands with soap or hand sanitizer as often as possible, wearing masks, and physical and social distancing have become part from daily activities. The government also issues policies in preventing the spread of the Covid-19 virus, such as isolation, Large-Scale Socialization to a new life order (new normal). Thing this makes the community, including students and teachers, to stay home, worship, study and work from home (Jamaluddin, et al, 2020:2). All these efforts already made to suppress and break the chain of transmission of Covid-19, considering the number of sufferers Covid-19 in Indonesia continues to grow day by day.

In order to follow government policies, the world of education immediately make adjustments by implementing the learning system online. Education occurs in diverse ciecumstances, formal, informal, or on-formal. Education is an important aspect of life (Nurhayati, at al, 2019). Then the SE (Circular) issued by Ministry of Education and Culture as a preventive

measure Covid-19 so as not to continue to spread. The first step, prevention the spread of Covid-19 in the Ministry of Education and Culture regulated by Surat Circular Number 2 of 2020. Education is the entire phase of developing human abilities and behavior. It is used in all aspects of life (Nurhayati,2019). The second step is to prevent Covid in the educational environment which is regulated by Circular Letter Number 3 of 2020. The third step, implementation of education policies` in times of emergency the spread of Covid-19 regarding home study arrangements in Circular letter number 4 of 2020 (Arifa, 2020: 14).

The online learning system strives for students are able to study at home without having to come to school. Learning is carried out with a application-based system that can be carried out in remote places. Learning is not carried out face-to-face, but virtually so that it seems more practical and easy to implement in the midst of a pandemic like now. Online learning allows students to carry out learning from home or anywhere according to agreement between students and teachers, besides this learning only requires an internet connection so there is no need to do face to face (Adijaya & Santosa, 2018:105).

Related to current conditions and decisions, SMPN 1 Kauman Tulungagung has implemented online learning since the corona virus spread in early 2020. All learning is done virtually from grade seven to grade nine. The purpose of online learning at SMPN 1 Kauman, of course, is to reduce the spread of the Covid-19 virus and protect all school members from the

virus that is currently engulfing the world. Implementation of online learning is not as easy as expected. There are various obstacles faced by students during online learning, such as a new change that can indirectly affect student learning absorption in both theory and practice, then there is a concentration disorder during the learning process ongoing, and unsupported internet connection that sometimes experiencing interference so that it hinders the storage of material students, then students need time to adapt. On the other hand, the technological and economic abilities of each student are different so that not all students support online learning activities.

The use of learning media at the learning orientation stage greatly help the effectiveness of the learning process and delivery of messages, content, or learning materials. Learning media can also help students improve understanding, present data in an attractive and reliable manner, facilitate data interpretation, condense information, and generate student motivation and interest in learning (Tafanao,2018). The other benefit when using online media is not only sophisticated but also could make the students enjoy learning and funning (Nurhayati,2019). Each learning media has weaknesses and strengths so it is important to take into account in choosing a learning media (Nurdiansyah and Fahyuni, 2016). After online learning around September 2021 in the new academic year, SMPN 1 Kauman applies Blended learning. According to Semler (2005) “Blended learning combines the best aspects of online learning, structured face-to-face activities, and real

world practice. Online learning systems, classroom training, and on-the-job experience have major drawbacks by themselves. The blended learning approach uses the strengths of each to counter the others' weaknesses.”

Blended learning is an ease of learning that combines various modes of delivery, teaching models, and learning styles, introducing various choices of media for dialogue between the facilitator and the person being taught. Blended learning is also a combination of face-to-face teaching and online teaching, but more than that as an element of social interaction. Blended learning should make it easier for students and educators to carry out the educational process and make students and educators work together to achieve mutually beneficial educational goals. Pradnyana (2013) states that the objectives of blended learning are helping students to develop better in the learning process, according to learning styles and preferences in learning, provide practical, realistic opportunities for educators and students for independent, useful, and growing learning, improved scheduling flexibility for learners, by combining the best aspects of face-to-face and online instruction, face-to-face classes can be used to engage students in interactive experiences. While the online portion provides students with multimedia content that is rich in knowledge at any time, and anywhere as long as students have Internet access, overcoming learning problems that require completion through the use of varied learning methods. So from some of the explanations above about the advantages of blended learning, blended learning makes it easier for teachers and students to carry out

learning during this pandemic because students could feel happy if occasionally they hold face-to-face meetings where they could meet again with their friends and can also receive face-to-face learning although not every day.

In Indonesia, English is treated as foreign language. As foreign language, it is obvious that not all of Indonesia understand well about English (Nurhayati,2020). English is a universal language because it is used by most countries in the world as a primary language. In addition, English is one of the most important international languages to master or learn. Some countries, especially countries that are former colonies of the United Kingdom, place English as a mandatory second language after their native language. Even though in Indonesia English is a foreign language, it occupies an important position in the daily life of our society. This is clearly seen in the world of education in Indonesia. English is a subject that is taught to students from elementary to tertiary levels. The Indonesian government began introducing English as early as possible for students in Elementary schools or Madrasah Ibtidaiyah through the 1994 Basic Education Curriculum. It becomes teachers challenging to make them more active and understand the materials which the English teachers deliver (Nurhayati,2018)

State Junior High School 1 Kauman Tulungagung is one of the schools in Tulungagung that carries out Online learning and to blended learning. Based on the results of initial observations with interview directly

with the students when they are do the group work to five students who were in class 9B on December 5th 2021. The researcher conducts a brief interview related to what applications are used during Blended learning. They used the Google Classroom, Whatsapp and Quizizz for learning medium. The three applications were used when they were still in online learning until now using blended learning. And from the results of observations the researcher does interviews with the class IX English teacher, Mrs. Suprihatin. Spd. that for learning media she uses these 3 applications like what the information from the students. She gives information that Google Classroom is used as a means for teachers to provide information about the assignments to be given, as a medium to attach links during daily tests or quizzes, send assignments and place attendance for students. Furthermore, Quizizz are used by the teacher as a students daily quizzes. Quizizz was one of the web-based games that they can access from home, namely the Quizizz as an application for learning English lessons. Quizizz is used for learning tools such as quizzes because it has an attractive appearance to arouse students' enthusiasm in learning English. So they did the quiz with have fun like playing online games.

Here, the researchers could conduct the research toward using Quizizz game to Improve Vocabulary Mastery. From the pra interview from Mrs. Suprihatin.S.Pd quizzes were given to students regarding English language material, especially in improving students' vocabulary. According to Mrs. Suprihatin S.Pd, vocabulary is one of the descriptions of language.

So it is very important to be increased for students so that when facing school final exams, students especially in grade 9 have sufficient provisions to deal with English language test. Some students get difficulties to understand the text for themselves because they lack of vocabulary. It relates to the fact that they rare read any books that is why they lack of vocabulary (Nurhayati,2014). In this study, the researcher takes some of the previous researches that have been conducted Quizizz Game as a learning media.

The first research is the research of Dinda Firly Amalia (2020), in this research entitled “Quizizz Website As An Online Assessment For English Teaching And Learning : Students Perspectives”. This study uses qualitative research method and the results of this study showed positive perspectives of the Dynamic English Course students toward the use of Quizizz as an online assessment tool for English teaching and learning, especially on a formative one. The students strongly agreed that Quizizz has an attractive display which is interesting and fun, students can’t cheat during the test, Quizizz creates a competitive atmosphere in the classroom, and Quizizz is better than the traditional formative test. This study uses a descriptive qualitative method, from the results obtained from the study, namely Quizizz is effectively used for learning English, so this strongly supports the research carried out because it has a lot of information that will be used as a reference because researchers also use Quizizz as a medium to be studied in English lesson especially to improve students' vocabulary.

The second research is the research of Nur Fathinah and others (2021), in this research entitled, “Students perception toward use of quizizz as a tool in improving reading skills”. The result of this research showed that The majority of diploma students at UiTM in the academic year 2020/2021 positively viewed the use of Quizizz as an online learning resource. They are more motivated and actively participating in the class. Educators should, however, make modifications so that students in English courses can have relevant and enjoyable learning experiences in this new normal. this study uses descriptive quantitative methods, from the results obtained, namely making students more active in learning in class, especially during this pandemic, of course this research strongly supports research conducted by researchers because researchers also hope to get the same results on student activity in blended learning that is being applied during the pandemic.

The third research is the research of Zuhriyah and Pratolo (2020), in this research entitled, “Exploring Students’ Views in the Use of Quizizz as an Assessment Tool in English as a Foreign Language (EFL) Class”. The result of this research showed that it is clear that students viewed Quizizz as an effective and interesting application tool to do the assignment in an English class at a university level, as they did not feel bored and could control their focus while doing the assignment or assessment. Second, the use of Quizizz encouraged their confidence. As their profiles could be anonymous, it increased their confidence. Third, it was able to increase their

motivation. The feedback feature in Quizizz motivated them to revise and understand the errors of the selected answers. Fourth, it improved their reading ability. The use of the skimming method in reading is required in using the Quizizz. From the results of the research described above, this will greatly support the research carried out because there are many results obtained from the use of Quizizz media as a medium for learning English, namely starting from increased student motivation, students' reading comprehension skills, so this will be suitable if done research on students' vocabulary mastery.

Judging from the description, the researcher wants to study further in the form of research entitled, “Student’s Perception Toward The Use Of Quizizz Game In Improving Vocabulary Mastery To The Ninth Grade Students At Smpn 1 Kauman Tulungagung”.

B. Formulation of Research Questions

Based on the background of the study, the researcher formulates the research problem as follow :

1. How are the Student’s Perception of Quizizz Media In Improving Vocabulary Mastery of Grade 9 Students at Smpn 1 Kauman Tulungagung?

C. Objectives of the study

1. To determine of Student's Perception toward Quizizz Media In Improving Vocabulary Mastery of Grade 9 Students at Smpn 1 Kauman Tulungagung.

D. Significance of The Study

The findings of this research would hopefully give some contributions to these following parties:

1. For The School

The results of this study can be used as input for information schools in the implementation of Quiziz game to strengthen vocabulay mastery.

2. For The Teacher

The results of this study can be a source of information for other teachers to make innovations in teaching and learning activities. So that blended learning can be an interesting learning activity and have fun.

3. For The Students

The results of this study can be additional knowledge about online learning, so that learning can run smoothly optimal.

4. For Other Researchers

The results of this study are expected to be used as a basis for further research, especially those related to teacher perception of implementing Quiziz game in improving vocabulary mastery.

E. Scope and Limitation of the Study

In this study is focusing on investigation of the Students' perception toward the use of Quizizz Game in improving vocabulary mastery to the ninth grade students at Smpn 1 Kauman Tulungagung.

F. Definition of Key Terms

To avoid misinterpretation about this research, there are some substantial terms used throughout this writing as clarified beneath:

1. Student's perception

Noeng Muhadjir (2009) stated that in essence educational activities always take place by involving parties as important actors in educational activities, important actors the subject who gives is called the educator, while the subject who give receive is called a learner. Student perception is the process of student treatment of information about an object. In this case the students gave their opinions on their observations of the learning media used, namely Quizizz media.

2. Quizizz game

Quizizz is a game-based educational app that brings multiplayer activities to space classrooms and make learning in the classroom more fun and more interactive (Purba, 2019). In this study, Quizizz game was used as the object of research, which was used as a learning medium for English subjects, especially for strengthening students' vocabulary.

3. Vocabulary Mastery

According to Barnhart (2008) stated the vocabulary is a combination of various words used by people contains the operation and they are able to communicate. Vocabulary is a core of language to sustain the participant's interaction in communication. In this case, vocabulary is one of the purposes of using Quizizz media in English subjects. which aims to strengthen the vocabulary of the student.