CHAPTER I

INTRODUCTION

This chapter presents some aspects related to the topic of the research. They are background of the research, research problem, objectives of the research, research hypothesis, significant of the research, scope and limitation of the research, and definition of key term.

A.   Background of the Research

English proficiency has a close relationship with the progress of a country. Culture in a country can also change along with their response to information, which is obtained by the initiative of its citizens to obtain credible news sources, knowledge that knows no boundaries to the tendency to share triggering topics. Learning English is no longer an obligation to get good grades or rankings in school, but also as a defense in the face of increasingly challenging globalization. English can open access to unlimited assets that people in Indonesia need. Improving English skills can be done in various ways. Today, with the ease of technology and increasing competition in the commercial education sector, the nation's next generation should have many opportunities to improve their respective qualities.

The existence of the Covid-19 Pandemic requires the Indonesian government to adopt a home-study system policy at various levels of education. This policy is accompanied by instructions for implementing distance learning or online learning. Refer the challenges of digital-based

learning, along with the development of Technology and Information, thus encouraging the creation of innovative, effective, and efficient use of learning media. For this reason, a digital-based learning media is needed so that it can be used in an effort to improve student learning outcomes.

In learning English, people have to learn the four language skills: (1) listening, (2) speaking, (3) reading, and (4) writing. To communicate in English means to understand, express information, opinion, feeling, and development of science and technology, and culture through English. The communication ability in a whole understanding is the discourse ability. It is related to the ability to understand and to produce oral or written texts. The four language skills above are also supported by language components. The language components involve vocabulary, grammar, and pronunciation. In fact, all of the language components, vocabulary holds the main core in language teaching. The mastered of vocabulary in learning English, make the students can understand what English is. However, there are some reasons that make students difficult to learn or memorize English vocabulary. There are 5 difficulties in learning English:

(1) Feeling forced

(2) Lack of understanding of basic concepts in English

(3) Less supportive environment

(4) Forgetting (less intensive)

(5) Lack of opportunities to practice

In Indonesia, English is foreign language and has been taught through kindergarten. Richard and Renandya (2002: 255) say that vocabulary is a core component of language proficiency and provides much of the basis for well learners speak, listen, and write. Learning the vocabulary is a very important part of learning a language. It means that to improve their English skill, students must master their vocabulary. For example in reading, students will get difficulties in comprehend the text if they don't know the meaning of the text. The other example is in speaking, if the students do not master vocabulary, they will not speak fluently. In addition, vocabulary is essential in writing. A good writer has a good vocabulary because it is essential to clarity and accuracy. If the students have a large stock of words, they will easy to arrange essay. Furthermore, in listening students can understand what the speaker says if they know lots of words.

In selecting educational sources or prospective teachers, it is important to pay attention to the most effective teaching methods for the self-development of students. Teachers who teach must have the required competencies, so that the knowledge can be well received. Many learning media have been presented, which can be applied by teachers, one of which is game-based learning media, of course it can also be used as a means of conveying material in the learning process. Learning is to measure students' understanding while getting the material that has been taught. Quizizz is an educational game application that is narrative and

flexible, besides being able to be used as a means of delivering material, Quizizz can also be used as an interesting and fun learning evaluation media. So, with the ease of access to learning media today, teachers can use, and develop evaluation media through the Quizizz application, so that they can achieve educational goals. As we know, there is adage that says "practice make perfect". English is a foreign language, so to make it easy to understand, students should give daily quizzes about English. This method be expected can help student easy to understand English language.

In conducting this researcher, the researcher involved some previous study related with increasing vocabulary using Quizizz application. There are significant similarities among this study with the previous study. A previous study conducted by Lely Refnita (2017) by entitled "The Effect of Regular Quizzes towards Students' Achievement in A Content-Based Subject", in her study showed that regular quizzes bring positive effect in students' learning activities. Another previous study conducted by Jenifer Hilman (2012) by entitled "The Impact of Online Quizzes on Student Engagement and Learning", it showed that students applauded the use of the online quizzes for assigned textbook. Students felt positively about the opportunity to become more engaged with the course material, to be better prepared for class.

There are some differences among this study with the previous study. The first difference on the design used during the experiment. In the studies conducted by Maria (2021), Elsa (2019), and Dea (2019) used

classroom action research (CAR) design, while Tika (2019) used qualitative as the design on her study. In addition, the researcher uses quasi-experimental in conducting this research. The researcher chose this design because quasi-experimental studies can be used to measure the impact of large scale interventions where data are reported in multiple measures of an outcome over time are collected.

The second difference is on the subject of the research. The subject of the study by Ratih (2021) is student of SMA Bruderan Purwokerto, Tika (2019) is students at the fourth semester in STKIP PGRI Tulungagung, and Dea (2019) is student at the eleventh grade of SMKS Tarbiyah Islamiyah. Meanwhile, the researcher conducted this study to the eight grade of SMPN 3 Kalidawir.

Based on previous study above, the researcher intended to conduct an experimental study to know whether the daily quizzes is effective to increase students' vocabulary mastery in junior high school level entitled "The Effectiveness of Quizizz Application towards Students' Vocabulary Mastery at the 8th Grade of SMPN 3 Kalidawir in Academic Year 2020/2021".

B.   Research Problem

Based on formulation of the research problem and the current issue in teaching-learning English especially in vocabulary mastery above, the researcher formulates problem statements as follows: "Is there any significant different score of vocabulary mastery between students taught

by using Quizizz application and those taught by using conventional method at the 8th grade of SMPN 3 Kalidawir in academic year 2020/2021?".

C.   Objectives of the Research

Based on the research problem above, the researcher wants to investigate the effectiveness of Quizizz application to improve students' vocabulary mastery at the 8th grade of SMPN 3 Kalidawir.

D.   Research Hypothesis

This study belongs to quantitative approach in which the data are in the form of scores and numbers which will be analyzed statistically. That's why the researcher needs to formulated the hypothesis as the temporary answer of the research. There are two hypothesis formulated in this study: Null Hypothesis (H_0) and Alternative Hypothesis (H_1).

1.   Null Hypothesis

There is no significant different score between students taught by using Quizizz application and those taught by using conventional method at the 8th grade of SMPN 3 Kalidawir.

2.   Alternative Hypothesis

There is significant different score between students taught by using Quizizz application and those taught by using conventional method at the 8th grade of SMPN 3 Kalidawir.

E. **Significance of the Research**

This study is expected to give some contributions or advantages in teaching and mastering vocabulary theoretically and practically:

a. Theoretically

This study can give theoretical data which shows that Quizizz application is effective for teaching learning vocabulary at the eighth grade students.

b. Practically

1. The result of this study is expected to give students and teacher attractive media to overcome the problem they faced during teaching-learning process, especially in mastering vocabulary

2. For teachers, the result of this research can be alternative choice when they need such interesting and effective media to teach their students how to mastery vocabulary easily

3. For students, the result of this research can help them in mastering vocabulary. The students can remember new vocabularies easier through new and enjoyable media. Furthermore, the researcher hopes that the result has impact in students' improving ability in speaking, writing, and reading skill.

F. **Scope and Limitation of the Research**

This research will be only conducted to the second grade at SMPN 3 Kalidawir in academic year 2020/2021, with VIII-B and VIII-C classes as the sample. This research will only focus in increasing vocabulary

mastery using Quizizz application as the instructional media. In addition, the researcher will give treatment in experimental class (VIII-B) to know whether or not taught by using Quizizz application is effective to increase students' vocabulary mastery of second grade at SMPN 3 Kalidawir.

G.   **Definition of Key Term**

1. The Effectiveness

Based on Fraser (1994, p. 110) defined that effectiveness is a measure of the match between stated goals and their achievement. It is always possible to realize 'easy', low-standard goals. In the other words, quality in education cannot only be an issue of achievement 'outputs' but must also involve judgments about the goals (part of 'inputs'). It means that effectiveness is the degree to which objectives are achieved and the extent to which targeted problems are solved.

2. Quizizz Application

Quizizz is a web tool for creating interactive quiz games for use in classroom learning, especially in online learning. Very easy to use, this interactive quiz has up to 5 answer choices including the correct answer. Quizizz can provide data and statistics about student performance results directly. Quizizz can not only be done when learning in class, but also can be made questions for homework (PR), so that it can be played anytime and anywhere by students as long as it does not exceed the specified time limit.

With this Quizizz application, students will feel challenged, because there is a score obtained by answering quickly and accurately, the speed will have its own score. In addition, there will be competition, because Quizizz immediately creates live rankings between Quizizz participants. It's fun because there will be music to cheer them up, as well as funny memes.

The advantage of Quizizz application for students is that students cannot copy their friends, because the questions given to students have been randomized to one another. Questions can be made with a certain time provision that makes students do not have the opportunity to ask questions with people around or see their notebooks. After taking the quiz, students can find out the ranking they get from all students. Not only that, student also know the correct questions and answers from the questions they have worked on.

3. Vocabulary

Vocabulary is a set of familiar words within a person's language. A vocabulary, usually developed with age, serves as a useful and fundamental tool for communication and acquiring knowledge. Acquiring an extensive vocabulary is one of the largest challenges in learning a second language. Learning vocabulary is a very important part of learning a language. More words that are known, greater ability to understand what they heard and read. High proficiency in vocabulary can improve what you want to say or write.