CHAPTER I

INTRODUCTION

This chapter describes the background of the research, research problems, research objectives, research significance, scope, and limitations, as well as definitions of key terms that form the basis of this research.

1.1   Background of the Study

Since it was announced by WHO, the world has experienced a pandemic due to the Covid-19 virus which suddenly spread since the end of 2019. Seeing the increasing number of cases since their emergence and spreading in Indonesia, the Government immediately made a policy to break the chain of distribution by implementing restrictions on social activities, appeals to wear masks and wash hands after every activity, carrying out regional quarantine after traveling abroad, maintain distance, urges all companies to work from home (WFH) to restrict population movement.

As a result of this limitation of human movement, it has an impact in various sectors starting from trade, industry, tourism to the education sector. One of the policies in the education sector is the issuance of a decision from the Ministry of Education and Culture (Kemendikbud) for each education unit to carry out distance learning (PJJ) in accordance with the Circular Letter Number 3 of 2020 concerning Prevention and Handling of Covid-19. This system is carried out

online (online) and offline (offline) which is adjusted to the capacity and ability of the education unit by prioritizing public safety and health.

According to the Director-General of Early Childhood Education and Primary and Secondary Education, Hamid Muhammad, only 54% of schools implement distance learning, the rest still come to school even though they take turns using existing facilities at school. To overcome this, the Ministry of Education and Culture has implemented several policies, namely providing learning houses and online education services that can be accessed easily and free of charge, in collaboration with TVRI to provide learning programs, the goal is that areas that are not covered by internet access can take lessons well. In addition, the Ministry of Education and Culture provides free internet credit assistance to support distance learning.

Distance learning is carried out using an online or online system whereby using this system each learning unit must develop and innovate in the use of learning media in order to encourage student motivation to stay enthusiastic in the learning process. In general, online learning is used when the teacher cannot teach and meet face to face with students, so students are given assignments online. However, it is different if it is implemented in the current pandemic conditions, the application of distance learning is very necessary to prevent the spread of the Covid-19 outbreak.

In its application, the online learning system has advantages, namely (1) educational institutions can follow technological developments well, pay attention to the need for facilities that are in accordance with online learning (2) students are more proficient in technology, practice independence, responsibility, save time used and are able to utilize gadgets. Properly (3) can be monitored by parents and can even accompany children's learning activities. (4) Can benefit various companies related to online learning, such as providers, application companies, and electronics.

While the weaknesses of this online system are (1) it affects the health condition of online learning actors if it is not balanced with adequate food and exercise (2) requires a lot of costs in distance learning (3) educators are required to be able to use all learning applications (4) students cannot interact directly with the teacher and his friends so that it can cause students to feel bored and learning motivation to decrease.

In achieving learning objectives, facilities and infrastructure are needed both materially and non-materially. One of the factors to support online learning is the motivation of students and educators in implementing distance shopping. Learning motivation is closely related to individual achievement. Learning motivation can be said as an encouragement that arises both from within and from outside students to do something in order to achieve learning success.

High learning motivation will make students become enthusiastic about learning so that they can easily get maximum learning outcomes, on the contrary, low motivation will make students not enthusiastic and not passionate about learning, so learning motivation must be instilled in students from an early age so that students can understand easy lessons not only to know the learning process but to understand the learning outcomes that have been learned even in a pandemic condition.

Motivation to learn starts from the goals to be achieved by each individual. If the individual is determined to achieve the goals that have been set, then he will consciously form motivation. This will make individuals feel comfortable following learning, have high enthusiasm, and be able to control emotions when facing learning difficulties. In contrast to individuals who do not understand the set goals, of course, there will be no motivation in them. So that in the individual learning process it only runs according to the demands given by the teacher and the environment. Learning motivation is a psychological factor that determines whether or not an individual's self-motivation emerges to achieve goals marked by awareness in learning, high enthusiasm, and attention to the learning process.

Someone who has learning motivation will be seen from how his attitude is in learning activities, the characteristics of students who have learning motivation include: (1) diligent, students are able to work continuously for a long time and do not procrastinate their work. (2) Tenacious, in terms of facing difficulties a student will not give up and give up even if they do not need encouragement from

the outside. (3) Have an interest in various problems, able to face a problem. (4) Work independently. (5) Tend to like challenges so they get bored easily with routine and less creative things. (6) Have a strong stand, even more so if his opinion is true

Several factors can affect learning motivation, such as (1) the ideals and aspirations of students, (2) the conditions possessed by students both physically and spiritually, (3) students' abilities, (4) environmental conditions, (5) encouragement from the teacher in motivating students, (6) elements in learning. Learning motivation does not only act as a driving force or impetus within the individual but also plays a role in providing a sense of pleasure and happiness when individuals experience the learning process. This feeling of pleasure triggers the emergence of a spirit of learning within the individual.

One of the subjects that need motivation in learning is English. In the English language learning curriculum, especially for high school students, students are required to master English skills actively and passively, both in writing and orally. To support this learning, students can use an English learning application, Duolingo.

Duolingo is an international language learning application with English as the language of instruction, the application created by Von Ahn and Severin Hacker is a free application that can be accessed in the web version as well as the Android iOS and Window Phone versions. Duolingo was launched to the public on November 30, 2011 by accumulating a waiting list of more than 300,000

users. Until 2014 has had 25 million users and 10 million active users (ariradheviblogspot.com, 2018).

Figure 1.1 Duolingo User Graph

This app provides language learning according to the user's pace where they can choose the courses they like with the user level from beginner to advance. Duolingo provides a feature so users can keep track of their progress in learning the language of their choice (dailysocial.id, 2021).

This application is very helpful for users who want to learn a language quickly, free and easy to understand. As stated by a user, "I felt a pleasant learning experience because the choice of material was right for beginners" (dailysocial.id, 2021).

Because this application has learning features that can help users to understand the language easily and can be understood and proven to increase user motivation to learn the language, the authors are interested in applying the use of this Duolingo application to students at SMKN 1 Rejotangan in order to increase students' motivation to learn English with the title "Gamification of Duolingo in

Improving Students' Learning Motivation of the Second Grade at SMKN 1 Rejotangan Tulungagung"

1.2 Research Problem

The formulation of the research problem is as formulated in the following questions:

1. How can students' participation in language learning use Duolingo to increase their learning motivation?

2. How do students see their motivation in their own impact on language learning using Duolingo?

3. How does Duolingo contribute to the development of students' learning motivation?

1.3 Research Objectives

Through this paper, the author would like to convey the following objectives:

1. To find out students' participation in language learning, Duolingo is used to increase their learning motivation.

2. To find out students' views on the effect of their own motivation on language learning using Duolingo.

3. To find out Duolingo's contribution in developing student motivation through language learning.

1.4   Significance of the Study

The purpose of this study is to show the effect of Duolingo on whether there is a significant difference compared to the traditional way of learning. In particular, this research can be useful for:

a.   Students: students will understand English easily and will be able to learn a second language subconsciously and pleasantly.

b.   Teacher: the teacher will gradually know what media is good to get the motivation to learn English. Duolingo can be used to improve students' ability in mastering English. Through this research, researchers can provide information to teachers who have students who are addicted to playing games.

c.   Language researchers: this research is expected to be able to explore more and new information for language learners and researchers to improve their views on language acquisition and gamification, especially for students.

1.5   Scope and Limitations

In order to keep this research in line with the topic, the researcher decided to focus the research on the discussion of motivation in learning English as a second language. Meanwhile, learning English here focuses on students playing Duolingo. In learning English, students will certainly find many problems in acquiring English. Students will have difficulty understanding the meaning of some words, or phrases, especially words in foreign languages. Therefore, the

researcher chose the object of students who had two experiences in learning English for this study to find out which was the most difficult.

The first is the application of language learning as a medium for learning English. In this study, the researcher asked students to learn English using Duolingo to get motivated to learn their language. Duolingo is an app focused on creating player language learning games. This app is available on Google Play Store, App Store, and Windows Market platforms.

The researcher limits this research only to the experiences of students who learn English using Duolingo. The subjects of this study were five students at SMKN 1 Rejotangan who are in second grade. In determining the criteria for the subjects in this study, the researcher collaborated with the English teacher to determine the students to be interviewed. The criteria for students in this study were students who had different abilities and interests in learning English and students who played Duolingo in learning English. The reason the researcher asked the teacher for help in choosing subjects was that the teacher already knew deeply about their students in learning English.

1.6 Definitions of Key Terms

1. Motivation to learn

Motivation is a 'state of cognitive arousal', which triggers a 'decision to act', as there is a continuous intellectual and physical effort so that the person can

achieve some predetermined goal. (Marion Williams and Robert Burden quoted from Harmer, 2007).

2. Mobile Learning

M-Learning is a technique that uses mobile and wireless technology for learning and education. M-Learning enables learners to combine their learning experiences in a shared collaborative environment (Farooq. U et al., 2002). The main target of the next generation learning system is to use the latest and modern technology to provide new learning, training, and educational techniques that will be easily accessible and available to all who wish to be a part of it.

3. Gamification

Gamification refers to the use of game elements in non-gaming contexts to increase engagement between humans and computers and to solve problems effectively. Kapp (2013) in his book The Gamification of Learning argues that gamification can be thought of as using game pieces to motivate learners, but the real definition of gamification involves the use of game-based mechanics, aesthetics, and game thinking to engage people, motivate action, promote learning, and solve the problem.

4. Duolingo

Duolingo is a web-based language program that aims to teach languages through a series of online assignments. Apart from web-based sites, there are applications available for Android, iOS, and Windows-based phones. The manifesto aims to allow access to free language education with no hidden fees, which applies to both the main Duolingo website and app. (www.duolingo.com).