CHAPTER I

INTRODUCTION

In this chapter, the researcher starts at the beginning of the whole thesis. In this part, there are several sections, namely: the background of the study, research problems, research objectives, hypothesis, the significance of the study, scope and limitations, and definition of key terms.

A. Background of the Study

Language is the most important tool used in communication. The function of language is to connect with the outside world through communication using language. Learning foreign languages, especially English, a universal language, is beneficial in various aspects of social life. English is used as a tool to absorb various types of information such as educational, social, cultural, scientific, etc.

In Indonesia, English is claimed as a foreign language, which is important for learning. In education in Indonesia, Education is the entire phase of developing human abilities and behaviours (Nurhayati, et. al., 2019). English is studied at various levels, from the lowest at the kindergarten level to the highest level of education at the university level. English itself has four most important skills as pillars in mastering the language. The four pillars include listening, speaking, reading, and writing skills. In addition to these four things, English has various important

supporting components, including vocabulary, grammar, pronunciation, and spelling.

One of the most important components of learning English is vocabulary. Vocabulary is a collection or list of words, usually in alphabetical order and defined (Barnhart, 2008). Vocabulary is the collection of words in the language that someone owns. Vocabulary, as one of the knowledge areas in language, plays an excellent role for learners in acquiring a language (Cameron, 2001). Learning English vocabulary has an important role because it helps students understand various types of information in spoken and written form. Without grammar, very little can be conveyed. Without vocabulary, nothing can be conveyed. If students do not have enough vocabulary, they will have difficulty understanding English, so they must master vocabulary. The teacher must have a good and efficient strategy for teaching students' vocabulary. The teacher's learning strategy depends on several factors, namely content, time, availability, and value for the learner (Takac, 2008). From these several factors, an interesting learning vocabulary strategy for students will be obtained.

Interesting learning vocabulary is learning that can attract students' attention and make students more motivated to participate in learning vocabulary. One way to create an interesting learning vocabulary is to use learning media. According to Puspitarini at el. (2019), learning media is defined as a tool of hardware or software that is used to support the learning process to achieve learning goals. Learning media is very important to use

in the learning process because it can stimulate students to be directly involved in the learning process to motivate students to deepen learning, especially vocabulary and avoid boredom. Nurhayati (2015) state that the more frequency of conducting various games could make the students more enjoyable to study English especially reducing their burden to join activities. In short, the use of appropriate learning media is one solution to increase student vocabulary. One of the interesting learning media is a game. When games and education are combined, it can be educative. According to Nurhayati (2015), games provide an enjoyable atmosphere, a situation in which communication is essential, and a distraction from the study of the language itself. Realizing that games can teach many skills and be used as educational alternatives (Buckingham and Scalon, 2002), There are many types of games, one of which is an educational game. One educational game suitable as a media for learning vocabulary is the Quizizz application. This statement is in line with the opinion of Ramadhan Prasetya et al. (2019) in his journal entitled "Smartphone-Based Application 'Quizizz' as a Learning Media", stating that the use of the Quizizz application as a learning medium can make students enthusiastic about participating in learning.

Quizizz application is a game-based educational application that brings multiplayer activities to the classroom and makes classroom practice interactive and fun. Quizizz is a fun way for students to review various vocabulary during learning; therefore, Quizizz has the potential to attract

attention and increase student participation in the learning process. Students can have fun and learn at the same time. Quizizz can help students revise vocabulary and recall events from the game to help them improve vocabulary mastery.

There are several previous studies that discuss the use of Quizizz. A previous study conducted by Ira Mustika (2022) this research entitled "The Use of Quizizz to Facilitate Students' Vocabulary Learning", showed that Quizizz provides many functional facilities for learning vocabulary to students, such as remembering and adding new vocabulary to students. The following previous study was conducted by Degirmenci (2021) his research was to examine the impact of Quizizz as an assessment tool on the students. A midterm exam was the tool used in this research and so as to carry out the midterm, Quizizz was preferred. The results of the study revealed that Quizizz has a positive effect and students are enthusiastic while using this application. as a learning media, especially to increase students' vocabulary.

The first study was limited to describing how Quizizz was used as a vocabulary-learning facility. The second study was limited to describing how the impact of using Quizizz. From the two studies above it can be seen that previous studies before have focused on many aspects and in the present study was looked at the effectiveness of the Quizizz application itself. Therefore, in this study, the researcher wanted to know the effect of the Quizizz application on vocabulary mastery of the tenth grade at SMAN 1

Pakel with the title "The Effect of Quizizz Application on Vocabulary Mastery of the Tenth Grade at SMAN 1 Pakel" to find out the truth about it.

B. Research Problem

A research problem is a question that the researcher wants to find the answer. The research question for this search is as follows: "Is there any significant difference score of vocabulary mastery between students taught by using the Quizizz application and those taught by using the conventional method of the tenth grade at SMAN 1 Pakel?"

C. Research Objectives

Based on the research question above, the researcher wants to test the effect of the Quizizz application on vocabulary mastery of the tenth grade at SMAN 1 Pakel.

D. Hypothesis

The hypothesis is a temporary conclusion made before conducting the research. The existence of a hypothesis will make it easier for researchers to determine research alternatives and focus researchers only on the data needed. In this study, two hypotheses are formulated: the Null hypothesis (Ho) and the alternative hypothesis (Ha). If formulated, it would be like this:

Ho: There is no significant difference score in vocabulary between students taught by using the Quizizz application and those taught by using the conventional method

Ha: There is a significant difference score in vocabulary between students taught using the Quizizz application and those taught using the conventional method

E. Significance of Study

The final results and findings of this research will specifically contribute towards the following:

1. Students

   The results of this study can be used to help student's mastery in learning processes. Students can use the Quizizz application as an innovation in learning if they feel that it is helpful and beneficial.

2. Teacher

   Teachers can use the results of this research as a reference in making innovations in learning.

3. Other researchers

   The findings from this study may help other researchers to study topics related to the Quizizz application with more interesting results.

F. Scope and Limitation

This study was done to investigate the effect of Quizizz on student vocabulary mastery. This study was done in experimental design, with involving two groups' students of tenth grade at SMAN 1 Pakel.

In this study was directly only to see whether Quizizz application affect the student improvement in vocabulary. However, this study did not

elaborate on how the student could learn better using Quizizz application. Moreover, the way to select the sample in this study was purposive sampling, and it would be better if the sample had been selected randomly.

G. Definition of Key Terms

According to Reitz (2012), a keyword is a prominent word or phrase that can be used as a search term. Therefore, keywords are essential research points. The researcher explains the terms used in this research in detail as follows:

1. The Effect

   The effect of attainments found in statistical calculations indicates a significant difference in score between the experiment and control groups, shown with a $\text{sig} \leq 0.05$.

2. Vocabulary Mastery

   Vocabulary mastery is students' understanding of vocabulary based on meaning, pronunciation, and how it is written. Students can be categorized as mastered if they understand a lot of vocabulary based on the vocabulary test.

3. Quizizz Application

   Quizizz is a digital online-based learning application that creates interactive quiz games as teaching media for students.