CHAPTER I

INTRODUCTION

A. Background

Reading ability is one of the basic skills that is very important for students in the learning process. Through reading, students can acquire new knowledge, develop vocabulary, and improve critical and creative thinking skills. Reading not only serves as a tool for understanding information, but also as a foundation for the development of other academic skills, such as writing, speaking, and analytical thinking. Therefore, reading skills are instrumental in students' academic success. However, many students still experience difficulties in developing their reading skills, both in terms of speed and comprehension. According to Gunderson and Johnson (2013), difficulties in reading can affect students' academic performance, as this skill is the foundation of almost all subjects.

In addition, another problem often faced by students in the reading learning process is the lack of motivation and interest in the material being taught. Many students feel bored with conventional and monotonous teaching methods. This can certainly affect the effectiveness of learning. Therefore, a more innovative approach is needed to increase students' interest and engagement in learning to read.

Learning English is no easy feat. Over time, language teaching methods have undergone significant changes, with a focus on trying to teach students more effectively. Traditional teaching approaches are supported by media such

as radio, television, and information technology. Technical knowledge in English language learning is considered crucial and has been widely accepted in various parts of the world, which in turn simplifies and improves the English learning process significantly.

Learning a foreign language is a challenge for both students and teachers. This is because there are various teaching methods designed to help students achieve their learning goals. However, students often feel bored when they only listen to the teacher without being given the opportunity to do other activities during the learning process.

Today, students are surrounded by technology, where access to information is at the touch of a finger (Egbert, 2009). The important role of technology is also seen in the development and provision of learning media, where the integration of technology brings positive benefits in the learning process. (Galih et al. 2024). Technology has an important role as a medium to support the teaching process. In education, technology serves as a tool that facilitates the achievement of learning objectives more effectively. Students can use various technological devices and applications to improve the quality of their learning, whether in digging up information, interacting with subject matter, or collaborating with friends and teachers. By utilizing technology, students have greater opportunities to broaden their horizons, develop critical thinking skills, and improve their ability to face the challenges of the modern world. Technology also allows learning to be more flexible, interactive, and personalized, so as to meet the individual needs of students more optimally.

technological advances have a crucial role in improving the quality of education. By utilizing technology effectively, education can become more inclusive, engaging and relevant to the needs of the times. (Rahman, A., & Sari, D. 2022).

MA Darul Huda Wonodadi is a secondary education institution that emphasizes English as one of the core subjects. English lessons in this madrasah are designed to help students develop comprehensive language skills including reading, writing, listening and speaking. The curriculum at this madrasah is aligned with national education standards. Teachers strive to create an environment that encourages learning by integrating technology, interactive activities and relevant learning media. However, students' different language levels often make it difficult to achieve optimal results.

Reading in English learning is one of the difficulties for MA Darul Huda Wonodadi students. One of the biggest challenges is that many students struggle to understand texts due to limited vocabulary understanding. Furthermore, exposure to English outside of school can affect students' reading comprehension. Complex sentence structures and phrases when reading often make it difficult to understand the context. In addition, lack of confidence and low motivation are factors that prevent students from practicing independently and improving their reading skills and last but not least, the lack of interactive learning methods that make learning monotonous so that students quickly feel bored and inactive in class. To overcome the challenges in learning English, the implementation of innovative and engaging learning methods is essential.

Varied methods, such as the use of digital media, games, and project-based approaches, can help students be more interested and motivated in learning. Learning that is interactive and involves students directly allows them to more easily understand the material, including reading skills. In addition, an approach that is relevant to students' daily lives can increase their interest in English. With the right learning methods, students are not only more confident but also have a better ability to understand and apply English in various contexts.

Wordwall is an interactive learning media game that can be accessed online, and has a varied and attractive appearance, the game will be answered by students, so it is expected to attract student motivation in learning (Gandasari & Pramudiani, 2021). Wordwall application is a digital technology application that can be played through the website. Features in this Wordwall such as quizzes and games that educators can use when delivering material (Olisna et al., 2022). That way the learning and teaching atmosphere becomes fun and makes students active. By utilizing facilities such as this Wordwall game, it will indirectly shape the imaginative power of students and even teachers and also open up very broad opportunities to find out various things, because students will be invited to combine various experiences that have been obtained to produce something of higher quality and foster student competence both for knowledge and character (Adinda Desty Dian Utami et al., 2022). The use of Wordwall is in line with the Game-Based Learning approach, which can overcome the problem of student boredom and low engagement in traditional teaching methods (Lovandri Dwanda Putra et al., 2024). In addition, the use of

games in English learning has many benefits, including increased student motivation and engagement, in addition, Wordwall can be used to foster discipline among students by encouraging good habits, adherence to rules, and punctuality (Adinda Desty Dian Utami et al., 2022). According to research, online games can help students improve their English skills, including reading, speaking, listening and writing. Research shows that online games can improve students' skills and can be used as a medium for learning English (Rompas, 2023). Not only that, other researchers also said that the use of games in learning can increase student motivation. The use of game media can increase motivation and interest in learning and enthusiasm of students in the learning process (Hanafi, 2022). An example of the use of Wordwall in English language learning, especially in the context of reading, can improve students' reading skills interactively and not boring.

According to research, by using Wordwall, students can practice reading in a fun way. Wordwall can improve students' reading skills through fun and interactive activities (Sari, 2021). According to the motivation theory proposed by Deci and Ryan (2000), which states that students' intrinsic motivation can be enhanced if they feel involved in an interesting and exciting learning process. According to Wu (2019), the use of Wordwall in language learning can help students learn in a more interactive and engaging way, and improve their reading skills.

The main advantage of using Wordwall in reading learning is its ability to create a more fun and less boring learning experience. Students can learn

through games that are challenging, but still in line with the learning objectives. With this approach, students tend to be more motivated to keep practicing and honing their reading skills. This is important, given that one of the keys to success in improving reading skills is consistent and structured practice. With Wordwall, students can practice reading in a more fun way and develop their skills gradually.

This research is important to do because it can provide insight into the effectiveness of using Wordwall Game in improving students' reading skills at MA Darul Huda Wonodadi. By understanding the impact of using this tool, it is hoped that more effective and interesting learning methods can be found for students. The results of this study are expected to contribute to the development of English learning methods that are more innovative and in accordance with the needs of students. The main objective of this study is to assess the effectiveness of using Wordwall Game in improving students' reading skills at MA Darul Huda Wonodadi. Overall, this study has a high relevance in the context of English language education, especially at MA Darul Huda Wonodadi. With the hope that the results of this study can provide benefits for English language teaching and learning, it is expected to help students in developing their reading skills effectively and enjoyably. Through the use of interactive media, it is hoped that students can be better prepared to face the challenges of learning English in this modern era.

B. Research Problem

One way to improve learning outcomes is to incorporate digital tools into the classroom. Gaming platforms like "Wordwall", in particular, show potential to engage students and help them learn better. However, many students continue to struggle with reading. This can lead to difficulties in understanding complex material, which adversely affects academic performance and overall learning outcomes. In addition, conventional approaches to teaching reading comprehension, such as lectures and worksheets, may not be engaging or effective in encouraging students to improve their reading skills. Therefore, little research has been conducted on how effective Wordwall games are in improving students' reading skills at MA Darul Huda Wonodadi. Addressing this gap is crucial to find out whether this game-based learning strategy can have a positive impact on students' reading comprehension and engagement in this context.

C. Research Question

Wordwall has a favorable impact on students' learning motivation, but its impact on improving students' reading skills, remains under-researched. To fill this gap, this research is guided by the following question:

1. How effective is Wordwall in improving students' reading ability at MA Darul Huda Wonodadi?

D. Objective of the Research

This study demonstrates the effectiveness of using Wordwall in English learning to improve reading skills at MA Darul Huda School.

E. Research Hypothesis

1. Null Hypothesis (H0)

   There is no significant difference in the reading score of grade 11 students at MA Darul Huda Wonodadi when using Wordwall as a tool in English language learning within the framework of learning that focuses on reading comprehension.

2. Alternative Hypothesis (H1)

   There is a significant difference in the reading score of grade 11 students at MA Darul Huda Wonodadi when using Wordwall as a tool in English language learning within the framework of Focused Learning on reding comprehension.

F. Significance of the Research

1. For Teachers: This research provides significant benefits for teachers at MA Darul Huda Wonodadi. Teachers can expand their teaching strategies by understanding the impact of the effectiveness of using Wordwall focusing on reading ability , enabling more interactive teaching and increasing student engagement. In addition, this research also provides opportunities for teachers' professional development in innovative teaching methodologies, as well as facilitating the use of more timely and specific feedback for students, allowing for more effective instructional adjustments and personalized interventions.

2. For English Students: Using wordwall in learning offers an engaging interactive experience for english students, motivating them to actively

participate in learning and improving knowledge retention as well as skill acquisition. In addition to improving reading comprehension skills, the use of Wordwall also enables the development of critical thinking, collaboration and problem-solving skills that are critical to english students' success in academia and the real world. which are critical for english student success in academia and the real world.

3. For Further Research: suggests towards exploring the long-term effects of using Wordwall integration in education, evaluating the sustainability of improvements in student learning and transferability of skills to the real world.

G. Scope of Limitation

The purpose of this study is to determine the extent to which the use of gamification through Wordwall media, in learning English improves students' reading skills at MA Darul Huda. The main focus of this research is to find out how effective the use of game-based learning methods is in improving students' reading skills as well as how the interaction between gamification components such as challenges, scores and feedback affects students' desire to learn. In addition, this study will look at how students who use Wordwall in their learning differ from students who use conventional learning methods.

H. Definition of Key Terms

1. **Game:** Game is an activity that involves one or more players and is conducted by following certain rules, which has a clear structure and rules, where players try to achieve certain goals.

2. **Wordwall:** Wordwall is an interactive learning platform that allows teachers and students to create and use various types of game-based activities. They can create quizzes, games and other activities designed to make learning more fun and increase student engagement.

3. **Reading ability:** Reading ability is a person's ability to understand, analyze, and interpret written text in various aspects, such as letter and word recognition, text comprehension, and the ability to make inferences and make conclusions from what is read.