CHAPTER I

INTRODUCTION

A. Background of Study

English Learning is very important in education, because English is an international language. English learning is a fun thing for students who have this knowledge base and should for high school students certainly have a foundation in English language skills as well as grammar mastery. Grammar mastery is very important for students in learning English and most students learn English have poor grammar knowledge and sometimes there are students who do not have basic knowledge of English in grammar so that students have difficulty in learning English and when doing problem or material exercises the connection with grmmar they consider grammar a difficult thing.

Things that happen in phenomena, of course students will be interested in the teaching and learning process which is packed with fun like the use of instructiona media. Grammar learning is very important, like the part of speech which later relates to the sentence. media helps students in understanding and able to provide feedback. However, what happens in the learning process with the method of teaching through technologically media like the use of power points is very often used. in fact, actually will be interesting if packaged properly. unfortunately, the use of such media tends to make passive students in class, moreover the use of methods to teach presentation, practice and production if not packaged properly will make students too passive. so, students sometimes get no feedback from what the teacher conveyed. students tend to get bored with the delivery of teachers which makes the class condition passive.

Kahoot Game is game-based learning platform, used as educational technology in classrooms and other learning environment.[1] Its mean that, kahoot its used as tool in education that have base in technology.

Signe state that kahoot ! therefore seems like a promising tool to adjust teaching to students' levels of knowledge, and in promoting active learning in a lecture setting.[2] So, kahoot it is useful for students to increas their knowledge.

Kahoot application menas a play-based in-class answer retrieval system. it is an application in which students try to find the correct answers to questions prepared before the lecture on any device which they can connect to the internet (desktop computer, notebook, tablet, telephone, etc,) through reflecting the questions to the screen with projector.[3] Application kahoot platform here it is consist of several quiz or question that must be answered by the participant that must be connect with network.

Game is a physical or mental contestplayed according to specific rules, with the goal of amusing or rewarding the participant.[4] Its mean that, kahoot game is educational learning of media that useful for teaching learning process using technology.

Part of speech is class of words based on the word's function, the way it works in a sentence. The parts of speech are noun, verb, adjective, adverb,

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[1] "Kahoot!," 2017, (http://en.wikipedia.org/wiki/kahoot!).
[2] Signe Hjelen, *"Kahoot! as a tool for adjusting taching to match students' knowledge level and promoting active learning in a lecture setting,"* 2016, 4.
[3] Hjelen, 4.
[4] Pena Miguel Noemi, *"Universal Journal of Educational Reserach in University of Basque Country,"* 2014.

pronoun, preposition, conjunction, and interjection.[5] So, part of speech is one of group of word that have several classification according to their function in context such as : noun, verb, adj, adv, pronoun, preposition, article and interjectin.

Oemar Hamalik, teaching has several important definitions, including: (1) Teaching is conveying knowledge to students or students in school (2) teaching is inheriting culture to the younger generation through school education institutions (3) teaching is an effort to organize the environment so as to create conditions learning for students (4) teaching or educating is providing learning guidance to students (5) teaching is an activity of preparing students to become good citizens in accordance with the demands of society (6) teaching is a process of helping students deal with people's lives every day.

From the opinion above, it can be concluded, "teaching is conveying knowledge to students to help students face problems that can be found in everyday life.

The first previous study about using Kahoot in learning structure of English in IPB 'Students, by Irma Rasita who succeeded in making online learning media by using kahoot and showing that playing games succeeded in attracting students' interest and helped increase students' mastery of the material given at each meeting Besides that, this game can improve their competitiveness among their friends and increase their interest and motivation in English learning.[6] In this previous study means that kahoot can help the students to improve their material or subject mastery. Not only that, kahoot as media in teaching that bring change to students to make the students mor interactive and fun.

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[5] Your dictionary, 14 April 16:42
[6]Irma Rasita, *"Using Kahoot as Media in structure English learning,"* t.t.

Second previous studies have been researched by Gheza Damara, the result of the study showed that the students' perception of using ice breaker in kahoot in movie interpretation class was positive as the student felt that use of kahoot as ice breaker really helped students to learn with fun. Moreover, kahoot greatly helped students not only on how to learn the material deeper in movie interpretation subject. nonetheless, the students generated suggestions for the betterment on the use of kahoot as an ice breaker in movie interpretation class.in this reseacrh also can the external category which was the internet connection and the frequencyof the usage should be develop well so that the use of kahoot as ice breaker in movie interpretation class can be one of the best application for the ice breaking section. [7]In conclusion, that kahoot give more benefit for all category.

Third previous studies, have been researched by Andy Nadya Kamila, the result of the study improving in English learning using Kahoot in deaf student, that the result from cycle I from the evaluation result of cycle I is many students increase in score and students' activitity but the score obtained has not reached the limit of mastery. therefore, continued to cycle II. from the result obtained from cycle I iis all of deaf students grade X increas result pf learningenglish conversation and has reached the score of mastery. this media can help the deaf students in learning process through this media of webtool Kahoot.[8] In a fact, kahoot not only a game that just for a fun, but it can help the student special necessary.

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[7]Gheza Damara, *"Students' Perception on the use of kahoot as an ice breaker in movie interpretation class"* (Sanata Darma University, 2016).
[8]Andi Nadya Kamila Aggraeni, "*Improving the outcome of learning English through kahoot as media at X Grade of deaf students"* (UNIVERSITAS NEGERI JAKARTA, 2018).

Previous study was also carrie out by Huseyin Bicen that the result of the study that the kahoot application can be used effectively for gamification of lesson. so, the gamification method has an impact on students that renders them more ambitious and motivated to study.[9] In addition, kahoot game give the good impact for student.

In the center of the research problems to be studied, we know the learning process experiences developments and changes with the use of digital technology in improving the quality of education. besides, the focus of the problem here, the process of learning English which sometimes makes students feel difficult in capturing material besides learning native language is the second language learned besides the first language, not for that in English also learn about grammar in grammar which according to some students who mostly lack the basic knowledge and abilities in English feel difficulties and feel learning grammar is very difficult. sometimes, it can be proven when the teaching and learning process using PPT media is a media instructional technology that might be able to help students in learning the material. but unfortunately, it does not have a rapid effect on students in class and tends to be passive. it may come from a lack of creativity in presenting and also because of monotonous explanations and usually the teacher explains the material through slides or handbooks after explaining the ata quiz exercises directly.

However, as in part of speech learning by students who sometimes still do not understand about it and still do not understand and find it difficult to

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[9]Huseyin Bicent, *"Perception of students for gamificatio approach," kahoot as a case study*(British: International Journal of Emerging Technologies in Learning, 2018).

understand. and most of the many students in the class sometimes when doing the exercises, there are students who have difficulty and force understanding in accepting the material so that the teacher receives a little feedback even the students do not get any feedback from the results of the learning process. students tend to be passive and feel bored in the learning process that makes them less interested.

In this case, the condition of students in the class who have difficulty in learning English especially in grammar learning in part of speech. so, researchers want to use an alternative to solve problems in a phenomenon that is using the kahoot web application tool. the use of this application web application tool in the teaching and learning process is expected to successfully help solve the central phenomena that exist in students.

The use of kahoot as an educational and fun learning media because the use of the web application provides a quiz system based on interactive games. so, it presents a lively and active atmosphere in the classroom. This question quiz in the form of a game requires an internet connection. This kahoot quiz game can be used in various kinds of learning material or topics and can be adjusted because there are 4 features such as; games, quizzes, discussions and surveys. and for games, a teacher can design or make a type of question, and determine the most appropriate answer and time used to answer the question. the uniqueness possessed by kahoot, the answer that will later be represented by images and colors and students are asked to choose colors or images that represent the answers.

In this research, the researcher choose this game as media in english learning on students part of speech because several problem that happen in student. Its like one of the students by Lintang state that have difficulty in English learning such as explanation the students that using book make the students feel less interest to follow teaching English learning process, and feel less understanding when the students explain the topic cause several word that indeed not understand although already have basic in English. Not only that, difficult in grammar especially in part of speech also make the student less understand and still confused.[10] The next statement from one of the student state that he feel so bored because less in voabulary when the teacher give explanation in front of the class and feel less interest because less understand when the the teacher explain and the student still using book as source and media to explain material. Not only that, he has difficulty to distinguish in classification of word or part of speech, and less understand in several part of speech.[11] So, kahoot game as media that needed and help to solve this problem.

The description above that object that will be taken in this study is the eleven grade senior high school in SMAN 1 PAMEKASAN. the reason why the researcher emphazise in usage of kahoot game for learning process of students to make the student enjoy the class and the teacher can teach and explain the material clearly and fun. also, the students get what they learn through this game. Based on the discussion,the researcher will be interest to research about **"The Effect of Kahoot Game in Teaching English Learning on Student's Part of Speech Mastery at XI Grade in SMAN 1 PAMEKASAN."**

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[10]Lintang Handani, "Interview via Whatsapp with Lintang Handani on October 05, 2019," 5 Oktober 2019.

[11]Moh. Nur Taufiq Hidayat, *Interview wit Moh.Nur Taufiq Hidayat* (In front of the class, 2019).

B. Research Problem

Creswell state the research problem is theeducational issues, controversier, or concern that guideds the need for conducting the study. Based on the researcher, the research problem it means that the study of educational issue or concern that guide the need for conducting a study. The reseracher must explain the problem in a proposal. So, research problem is very important to research. Because, by research problem it will be knowing the focus on conduct the reserach and a process to find the answer through the center of the problem that everything will be discussed. and, the reader will understand about the the study by read the research problem.so,the reader will get the point of the research it.

In the research focus, actually consist research problem, the both of research focus and research problem is similar.research focus is defined as some situation based on the relation between two factor or more causing confusion situation or question, have tentive character, and situational matchto the real phenomenon and need to solve. It determines what the researcher is going to search in the research project. the question would be answered in this research are:

1. Are students taught english learning in grammar by using kahoot game have better in part of speech mastery at the XI grade of SMAN 1 PAMEKASAN ?

2. Is there any significance effect of the using Kahoot game on students' part of speech mastery of the XI Grade of SMAN 1 PAMEKASAN ?

C. Objective of Study

Creswell state that a research objective is a statement of intent for study that declare specific gaols that the investigator plans to achieve in the study.[12]Function of the research objective is to solvethe problem or case that related and appropiate with theresearch problem. It relates with the objective of the study.

The researcher formulates the researcher formulates the research purpose as follow :

1. To find out the whether the students taught english learning in grammar by using kahoot game have better in part of speech mastery at the XI grade of SMAN 1 PAMEKASAN or not.

2. To measure how significant effect of kahoot game on students part of speech mastery at the XI grade of SMAN 1 PAMEKASAN.

D. Assumption of the Study

Hypothesis presents the researcher's expectations about the relationship between variables within the question.[13] It is in line with Creswellargumentation, hypotheses are statements in quantitative research in which the investigator makes a prediction or a conjecture about the outcome of a relationship among attributes

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[12]John W. Creswell, *Educational Research* (University of Nebraska-licoln : perason, 2012), P.627
[13]Donald Ary dkk., *Introduction to Research in Education* (USA: Cengage Learning, 2009), 81.

or characteristics.[14] He also states that there are two kinds of hypotheses, they are null hypothesis and alternative hypothesis.[15] The researcher stated that hypothesis of this research use an alternative hypothesis as a mean of guessing the result of research. The hypothesis in this research is: "the XI grade students taught by using kahoot game have better part of speech mastery than those taught by non using kahoot game at SMAN 1 Pamekasan".

E. Hypothesis of Study

Hypothesis consist of two words "Hypo" the meaning is under and "Thesa" the meaning is truth.[16]

There are two kinds of hypothesis in this study, such as alternative hypothesis (Ha) and null hypothesis (Ho). Alternative hypothesis that may be true if the null is rejected, it suggests a change, a relationship, or adifference. Null hypothesis to test in the general population that there is no change, no relationship, no difference.[17] "Ha" is the hypothesis that state there is effect or relation between X variable and Y variables. While "Ho" is the hypothesis that state there is no effect or relation between X and Y variables.

In this case, researcher use an alternatif hypothesis or called by (Ha) as a mean of prediction or guessing the result of the research. The hypothesis in this

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[14]John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research* (Boston: Pearson, 2012), 111.

[15]Creswell, 111.

[16]Suharsimi Arikunto, *Procedural Penelitian Suatu Pendekatan Praktik*, cet. 15 (Jakarta: Rineka Cipta, 2013), 65.

[17]John W Creswell, *Educational Research* (Boston: Person Education, 2012), 126.

research state that the XI Grade students taught by using kahoot game have better on part of speech at SMAN 1 Pamekasan.

F. Significances of the Study

Significance of the research is continuition of objective study. This part explain about the research, both scientific significance and social significance. and in this research has two kind advantages which are useful from this research for researcher theoritically and practically.[18] So, in this part explain about the aim or goal of the research in scientific and social.

1. Theoritically Significance

Theoritically is the significance used for developing of knowledge.[19] The researcher hopes that this research it will make the students's interest in teaching learning process.

2. Practically Significance

a. For English Teacher

Using kahoot as learning media it will make their students more active, easlily to costume the material or topic of learning. Also, the teacher explanation appropiate with the English learning in part of speech mastery which have learn by student and will be able help the students be interactive in the class.

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[18]Suharsimi Arikunto, *Prosedur Penelitian; Suatu Pendekatan Praktik* (Jakarta: PT. Renika Cipta, 2006), 60.
[19]Muhammad Adnan Latief, *Research Method on Language Learning An Introduction* (Malang: UMPress, 2013), 61.

b. For Students

Kahoot game in English learning especially in part of speech consist of grammar will help the student how to understand about the English language learning that teacher explain through the part of speech which learn by using quiz of the kahoot game as media. it will make the students enjoy and active in the class. also, enthusiastic to follow the class. beside that, it will able to make the student know about what the teacher explain by ask the response to student in quiz of kahoot game as the feedback by the students.

c. For Reader

The purpose to reader, it will to add the insight and can be used asa reference associted with theory that researcher do.

d. For Researcher

To expand the knowledge or insight about the English teaching learning process in the classroom and also to increas understanding about the gesture in teaching learning program in the classroom activities.

G. Scope and Limitation

The scope is focus on the thing which intended to search by the researcher. [20]According to the oxford learners pocket dictionary book, scopeis a

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[20]Adnan Latief, 53.

range of things being dealt with or studied.[21] While limitation is the action or process of limiting.[22]

In this research, the researcher has a scope and limitation of the the study. The scope of this is focus on target to see the effect in English teaching learning using kahoot quiz game. While the limited to the elevent grade of SMAN 1 PAMEKASAN.

H. . Definition of Keyterm

To avoid problem misunderstanding and misinterpretation of the research finding, the researcher would like to explain and define the key terms are used.

1. Kahoot is one of media in educational learning by using connection of internet and it is media technology that use by teacher to student in game interactive to accept the feedback from the student. form of this game, its like question in quiz form that can play in group or individually.

2. Teaching is a educational process of sharing information or knowledge by teacher to the student.

3. Game is an fun activity which entertaining and as solution to refresh the brain to back optimal, this activity usually can help in the good development through the brain.

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[21]Martin Manser, *Oxford Learners Pocket Dictionary New Edition* (London: Oxford University Press, 2005), 368.
[22]John W Creswell, *Educational Research*, 199.

4. English learning is the learning process by people when they want to know how to speak, write, and read adn undesrand about the english learning.

5. Part of Speech is group of word that have classification and have different function.