

CHAPTER I

INTRODUCTION

In this chapter the researcher present research context, research focus, research objective, the significance of study, scope and limitation, definition of key terms.

A. Research Context

The main goal of teaching and learning is focused on achieving skill. In english there are four kinds of language skill: those are listening, reading, speaking and writing that should mastery by the students so improve their ability english language. The learners must be able to use the english language either productively through speaking and writing or receptively through reading and listening. There are also some language components such as pronunciation, spelling, vocabulary, and grammar that should be taught to support the language skill development in mastery english language. Beside, all of those language skill and components must be learned and taught integrate in teaching learning process.

Reading skill is one of the four skills of language learning. Reading is a subject at school about text wich studied by students. Harrison states that the importance of reading is not only related to the development of knowledge or information, but also to people capability.¹ This capability would be improving such as the emotional, verbal intelligence and moral. But for the students both are development capability and knowledge are very important. The most important thing of teaching and learning reading process of foreign language, especially English, that is focus on the student's reading. But based on the nowadays reality

¹ Harrison Collin, *Understanding Reading Development* (London: Sage Publication, 2004), 3.

of teaching and learning reading text of foreign language, not all students have a good reading skill that is targeted in curriculum.

Reading is an activity where is the readers read a source such as book, journal, newspaper, and another source to get the information or verify knowledge. This statement supported with William Grabbe and Fredericcka L. Stoller, they argue on their book, *Teaching and Researching Research* that is reading is an ability to draw meaning from a printed page and interpret this information appropriately.² It is not uncommon to see, there are many readers sometimes reads the passage, but they do not understand what is the meaning itself. The primary purpose of reading certainly to understanding the filling of the reading or passage which the readers read.

In reality, decide that not all of the students can accomplish these primary purposes. Many students can read the text of reading material but cannot get the meaning of the contents or filling, so the students sometimes also cannot get information or knowledge. From these facts, can conclude that the student's skill in reading is low. Low skills of the students in reading caused by some factors. There are factors, the teachers used models, method, strategy, and technique are conventional in learning and teaching. And the students feel bored and not interested when join the subject especially in reading.

Usually, the teacher just asked the students to read the text by themselves after given the material. The students just are read the material and text from the teacher and sometimes the teacher asked them to answering questions related to the content of reading text. Because sometimes even the teacher does not follow

² William Grabbe and Frederick L. Stoller, *Teaching and Researching Research: Second Edition* (London: Applied Linguistics in Action, 2002, 3.

reading, this can cause those students are less the motivated to read the material. Then the students do not understand the content of the text.

From the case above, the researcher found the same problems. Where the students feel bored because do not understanding the content of the text. The researcher conducted interviews with some students of the 8th grade at MTsN 2 Pamekasan, there are some problems that the researcher takes based on the interview with some students, namely: first the students lazy to read the text. Secondly, the students feel bored in reading. And the third, the students had limited vocabulary so the students hard to understand the meaning of the passage. So the teacher needs to use the technique that makes the students will be enthusiastic the learning process especially in reading.

Nowdays, the new information, knowledge and the use of technology in Indonesian education grow vey fast. By following the growth of technology in this era, its' necessary for teachers to make students innovative and competitive in the learning process. Teachers should have the ability to adapt to new technologies and global challenges. According to Dalton and Grisham, they suggest that with the use of technology in teaching process it can be promote students' active and interest. Moreover, Altun stated that technology is an educational facilitating tool that benefits both teachers and students. Therefore, the use of technology to support the teaching and learning process is needed, in order to make students enjoy and motivated in learning activities.³

One of the technological platforms that can be used to improve effective teaching learning is *Kahoot*. *Kahoot* is a free game-based learning platform

³ Altun, M. *The Integration of Technology into Foreign Language Teaching* (International Journal on New Trends in Education & their Implications (IJONTE), 2015.

designed with many interactive features, where students can use their devices to join the games and answer the questions.⁴ It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the question with their smartphones, tablet or computer.⁵ According to Plump and LaRosa, *Kahoot* is an educational platform that relies on a student response system and they are up to date technologies with some benefits including being free, easy and engaging. By using *Kahoot* it can build students' engagement and increase their motivation in the learning process especially reading.⁶ It is created with a goal to make learning easy and play fun learning games.

Based on the explanation, the researcher would like to research using media technology in learning English, especially in reading skills. One of the interesting technology in learning English is using *Kahoot!* application. Utilization of technology in field of education is used to support the learning process. By using that technique, the teachers are able to motivate the learners for researcher is interested in doing a research about **“Teaching Reading By Using *Kahoot* Game At 8th Grade of MTsN 2 Pamekasan”**.

⁴ Licorish, S. A., George, J.L., Owen, H.T., & Daniel, B.K, “*Go Kahoot! “Enriching Classroom Engagement, Motivation and Learning Experience with Games*, 2017.

⁵ <https://www.vesu.edu/cmsfiles/433/373bd6a842.pdf/> on date 24 October 2018, 07.30.

⁶ Plump, C. M., & LaRosa, J, *Using Kahoot! in the classroom to create engagement and active learning: A game-based technology solution for eLearning novices*. Management Teaching Review, 2(2), 151-158. <https://doi.org/10.1177/2379298116689783>.

B. Research Focus

According to Creswell, research problems is an educational issue, controversy, or concern that guides that need to conduct research.⁷ So research problem is important for readers to know the importance of the study.

Based on the explanation above, the researcher formulates the research problems as follow :

1. How does the teacher teach reading by using *Kahoot* game at 8th grade of MTsN 2 Pamekasan?
2. What are the students' responses on teaching reading by using *Kahoot* game at 8th grade of MTsN 2 Pamekasan?

C. Research Objective

Based on the focus of the research problem above, the researchers have determined the research objectives as follows :

1. To know how the teacher teach reading by using *Kahoot* game at 8th grade of MTsN 2 Pamekasan.
2. To know the students' responses on teaching reading by using *Kahoot* game at 8th grade of MTsN 2 Pamekasan.

D. Significance of Study

As for doing this research, the research hopes that the result of this study can provides benefits and some contributions as a reference to make it easier for many people. It is a research expectation of the research conducted:

⁷ John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*, 4th ed (Buston: Pearson, 2012), 59.

1. Theoretical Significance

This result of this study is expected to be able to widen the skill of English teacher in using *Kahoot* game in English teaching learning process especially in Reading activities.

2. Practical Significance

- a. For the students, this research will be useful for students who learn English reading using *Kahoot* game.
- b. For English Teacher, provide teachers with alternative techniques for teaching reading.
- c. For Schools, the result of research can be used as a suggestion to enhance teaching quality in the class.
- d. The next researcher, this study is expected the research can be used as a reference for those who want to conduct research in teaching English, especially using *kahoot* game.

E. Scope and Limitation

Scope is range of things that a subject, an organization. It means that scope is the range of the research. The limitation is potential weakness or problem with the study identified by the researcher.⁸ So, it limits on place that a research takes place.

Therefore, the scope of study is only focused on the use of *Kahoot* Game in teaching reading. Limitation of study on this research is focus on the eight grades at MTsN 2 Pamekasan.

⁸ John W. Creswell, *Educational Research*, (Buston Pearson Education, 2011), 199.

F. Definition of Key Terms

Definition of term or operational is injured to avoid the difference of understanding or clarity of the meaning.

1. Reading is the activity of looking at reading material and the process of understanding the contents of the text aloud and silently.
2. *Kahoot* game is a game based-learning platform used as educational technology in schools and other educational institutions. *Kahoots* are user-generated multiple-choice quizzes accessible via a web browser or the kahoot game application.

G. Previous Study

In conducting further research, researchers need some relevant previous study as a form of study in research.

The first study conducted by Andy Nadya Kamila, the title of the research, “*Improving the outcome of learning English through Kahoot as media at X Grade of deaf students*”. That the result from cycle I from the evaluation result of cycle I is many students increase in score and students’ activity but the score obtained has not reached the limit of mastery. Therefore, continued to cycle II, from the result obtained from cycle I is all of deaf students grade X increase result of learning English conversation and has reached the score of mastery. This media can help the deaf students in learning process through this media of web tool *Kahoot*.⁹ In a fact, *Kahoot* not only a game that just for a fun, but it can help the student special necessary. The similarity between Andy Nadya Kamila thesis with this thesis is focusing on the media of *Kahoot* as media teaching and learning process. And the

⁹ Andy Nadya Kamila, “*Improving the outcome of learning English through Kahoot as media at X Grade of deaf students*” (UNIVERSITAS NEGERI JAKARTA, 2018).

difference is she used quantitative research while this thesis use qualitative research.

The second previous study by Lailatul Masruroh, the title of research “*Teaching Complex English Grammar by Using Kahoot! Apps*”. The study, researcher used *Kahoot!* apps as a medium learning grammar. By using technology in learning, the author hopes that students can be helped to learn grammar. The use of the game media will be easy for students to remember and open up the potential of students to learn. The method used in this study is a qualitative method. The researcher analyzed grammar learning using the *Kahoot!* application for the 3rd semester students majoring in the English department. Grammar is something that is difficult for students to learn. To be able to write good and correct sentences, students must be able to master grammar. It takes interesting, effective and unique media to learn it, so the students can easily remember the material. The use of technology will be easily remembered by students. The results of this study prove that there is significant increase after using the *Kahoot!* application. *Kahoot!* is very useful for students.¹⁰ The similarity between Lailatul Masruroh thesis with this thesis are focusing on the media of *Kahoot* as media in teaching and learning process, and her thesis use qualitative research. And the difference is the thesis focused on teaching complex English grammar while this thesis focuses on the *Kahoot* game in teaching reading.

The third previous study conducted by Heni Rochimah and Suyitno muslim, the title of the research “*Students’ Perceptions in Using the Kahoot! Game on Reading Comprehension Learning*”. This research used the experimental

¹⁰ Lailatul Masruroh, “*Teaching Complex English Grammar by Using Kahoot! Apps*” (Universitas Islam Darul ‘Ulum Lamongan, 2019).

sequential mix method, Sugiyono in Rochimah says that it means a qualitative approach followed by a quantitative approach. To gather the data, the researchers used interviews, observation, documentation, and student exercises. When playing the *Kahoot* game, the students were enthusiastic because they have not experienced it yet and it is a new thing from them. The results of the researchers' interviews with students show that their perceptions of the use of *Kahoot* are favorable, and they feel more driven to learn descriptive text through *Kahoot*, students did not feel bored, and students remembered new vocabulary. The similarities between Heni Rochimah and Suyitno muslim with this thesis is their thesis using qualitative research therefore the method use the finding the data are observation, interview and documentation. And the difference is their thesis focused on the students' perceptions in using *Kahoot* game on reading comprehension learning while this thesis focus on teaching reading by using *Kahoot* game.