

CHAPTER I

INTRODUCTION

In this chapter, the researcher presents introduction that contains background of the study, the problem the of study, the objective of the study, the scope of the study, and the significance of the study.

A. The Background of Study

English is one of the subjects taught in junior high school. In accordance with the 2013 Curriculum, teaching materials delivered in the learning process must be relevant to the required competencies, valuable, and reflect the student's level of mastery. Learning vocabulary is one of the most important parts, especially in the English. Without vocabulary, students will not be able to acquire skills (speaking, reading, writing, and listening). In other words, this vocabulary can help students master it. In addition to learning vocabulary, students can access or apply game-based tools or applications such as Quizizz. The Quizizz application has been used in foreign language classes for learning because it is effective for increasing the number of languages and teaching contexts. Learning using Quizizz can also help increase student interest. Quizizz is an e-learning web-based application that offers live or assignable homework modes, instant feedback, and can be shared or exported for review. This is also useful for educational institutions who are used to creating an online quiz, which is common at this moment (Basuki & Hidayati, 2019).

Quizizz is a very competitive game, and students will be able to use it to submit answers to questions set by teachers. Students will also be able to track their progress because they will be able to take the assessment online repeatedly (Rahayu & Purnawarman, 2019). Quizizz application enhances interactive learning for educators by allowing students to actively participate in activities (Zhao, 2019). Pahamzah, et al., (2020) stated that Quizizz was used as a learning medium for very good reading comprehension because students could very easily learn it, especially by understanding a text. Ratnasari, et al., (2019) found that using Quizizz for helping attach the teaching of reading on comprehension to their students had an important effect. Vocabulary can also play a very important role in learning and teaching activities. Vocabulary is the foundation and provision for learning a language. Mastery in learning vocabulary is necessary to improve students' communication skills. Therefore, it is very important for students be able to understand vocabulary in order to connect with teachers and many other people. If students' vocabulary is lacking, then communication will be difficult and not smooth. Appropriate learning media increase students' interest and knowledge by utilizing the content provided by the teacher, thus enhancing learning activities and the entire learning experience. One cannot successfully share and communicate concepts orally or in writing without the most appropriate and pleasant vocabulary.

Learning English also requires the use of collaborative ICT-based learning media, as students are able to access content at anytime, anywhere, and with flexibility. Mobile devices can also enable all students to participate in interactive classroom activities that enhance their learning experience. This is regarded unusual because learning is not required to use or depend on books and paper, which are used as reference media. As results, students and educators no longer feel burdened (Zuhriyah & Pratolo, 2020).

The researcher is embarking on a new study that delves into the perceptions of students in relation to the use of Quizizz as a tool for vocabulary development. This study is going to investigate the potential of Quizizz as a tool for teachers to interact with students by including them in vocabulary – focused quizzes online. The researcher intend to investigate whether students perceive Quizizz as an effective and feasible platform for English language lessons, particularly for vocabulary development. The primary objective of this study is to provide clear and concise information that is easily understandable to readers and other researchers. By gaining a comprehensive understanding of students' perceptions of using Quizizz. The researcher hope to contribute to the ongoing efforts to enhance language learning and foster students' enthusiasm and active involvement in learning English. This study's title is "Students' Perception of Using Quizizz to Develop Vocabulary", which reflects the focus of the researcher and its relevance to the field of language education.

B. The Problem of Study

Based on the background description, the researcher intends to find out students' vocabulary of using Quizizz. The problem is specifically formulated as follows:

1. What is the students' perception of using Quizizz to develop vocabulary?

C. The Objective of Study

1. To investigate students' perception of using Quizizz to develop vocabulary

D. The Scope of Study

Due to the limitations of time, sample, budget, knowledge, and resources, so that this research limited students' perception of using Quizizz to develop vocabulary.

E. The Significance of Study

Researcher have the importance of learning to have benefits regarding the use of vocabulary by using Quizizz such as by:

For Teachers:

1. Used as a development of learning media such as Quizizz
2. Can understand the increase in student learning in English subject matter by using the Quizizz application media
3. Increase the interactive power of teachers and students

For Students:

1. Can take advantage of technology such as smartphone that are used positively for learning
2. Learners are able to achieve learning outcomes that are in accordance with the existence of learning media related to technology
3. Digital applications to motivate interest and stimulate the learning process
4. Streamlining learning in class

For Researcher:

1. Provide experience and knowledge so that you can conduct educational research, especially regarding the students' perception of using Quizizz to develop vocabulary

