

# CHAPTER I

## INTRODUCTION

This chapter presents the background of the problem, problem identification, problem definition, problem formulation, and benefit from research.

### 1.1 Background of the research

English is an international language and is now becoming more common in our daily lives, especially for youth and youth. We can easily find English terms in our daily activities, we can find them in our cell phones, television programs and advertisements, etc. English also become one of the main subjects still have difficulty in knowing more about English and understand it as a foreign language.in secondary schools in Indonesia as a student must be prepared to face globalization in the years to come. However, many students

Harmer (2008) states that teaching vocabulary is the main part in this case process is the art of the language teacher itself. Students need to know words in context to see how they are used in the interaction process. Since Vocabulary has a role as a basic component of language proficiency (Richard & Renandya, 2002), provides much of the basis for how well learners speak, listen, write, and read. Based on the English education curriculum in Indonesia, vocabulary must be integrated in the school-based learning process curriculum. Therefore, to achieve the goal of students' vocabulary mastery, all students kinds of strategies must be given well by all language teachers because Vocabulary is very important in language learning, especially foreign languages learning. We would never be able to listen, speak, read and write without understand vocabulary.

Modernization as it is now, where technology is advancing rapidly, has changed people's behavior, especially children. The traditional games that we used to often see, are now gone. Even though Indonesia is a country rich in culture, ranging from a variety of arts and game activities. There are many kinds of traditional games and each region has its own uniqueness. As a substitute, now children are playing mobile legends, freefraiyer, high domino and ect. This type of game makes children more individual. Children are not

emotionally involved with their friends, interactions with the environment or the atmosphere outside the home. The pattern of playing that just sits turns out to be a high risk for children's health. Children can be obese or overweight because children do not expend energy, what they do is just sit glued for hours. Apart from mobile legends, the internet is no stranger to today's children. In many big cities, children in elementary school uniforms are found cool in front of computers in public internet cafes. With the internet, children prefer to play games in cyberspace. Children who are addicted to online games on the internet, they are willing to spend hours after school to play online games and spend their pocket money just to play. Games today cause a lot of addiction to the games being played. Unlike the games of the past, many involve motor skills. No less important is the involvement of elements of courage, friendship, environmental exploration and emotional question training which are very obvious. Look at games such as stilts, bekelan, tops, bhenik, gobak sodor, betengan, kasti, various games with rubber bands, as well as games involving Javanese songs which are full of high philosophy, and are very beneficial for the development and growth of society and children.

The world of children is a world of play filled with joy and laughter. The joy is reflected in the faces of children who are experiencing growth, both in terms of cognitive, affective, and psychomotor aspects. Through play activities that are packaged in an educational way, basically children are learning a lot, children who are playing are essentially learning about many things. Play is the world of children, where and with whom they gather, there will also be games. Through playing they will get to know and learn various things about their lives, can also train their courage and develop self-confidence both by using tools and not using tools. Because:

By playing children will increase their experience and knowledge. Joan Freeman and Utami Munandar define play as an activity that helps children achieve complete development, both physically, intellectually, socially, morally and emotionally.

Through play activities, with various forms of play, children are stimulated to develop in general.

The game has a very important role. Because forbidding a child to play while forcing him to study continuously can turn off his heart, interfere with his intelligence, and damage the rhythm of his life.

Such is the effect that he will try to completely disengage himself from the obligation to learn. Sometimes there are parents who think that playing only wastes children's time. So there are still parents who forbid their children to play because they are afraid that they are just wasting time and forget to study. Many benefits are obtained from playing activities so that children can develop various aspects needed for future preparation. Speaking of education issues, especially in English education, it is very important because English is an international language, one of which can hone students' skills in communicating in oral and written forms. Like listening, reading, and writing and the key to all of this is in the vocabulary. If students can master the vocabulary well, then automatically their English can be said to be perfect. As for this type of game, it has educational meaning for children, like the kahoot game.

Kahoot is an educational-based game that can bind or as a learning tool used in schools or other educational institutions which contains multiple choice quizzes which can also be accessed via a web browser or Kahoot application. Kahoot can also be used as a measure of how far students' knowledge is in developing English lessons or it can also be a formative assessment, and also a break from ordinary class activities.

Besides that, the success of the teaching and learning process is also influenced by the availability of facilities, facilities and infrastructure. So in the learning process it seems fun, right on target, easy to understand and the material is delivered as well as learning objectives appropriately, then a teacher needs to create a fun learning process framework. The results of observations made in one of the Kedungadem Junior High Schools previously there was no English language learning using a game system, and this is one of the games that will be applied, namely the Kahoot game, so researchers are interested in doing research on learning using the Kahoot game media that can attract students' sympathy to develop creativity, communication, physical and motoric aspects. By applying kahoot games in learning English education can make the learning process fun for students because they can learn while playing. Based on this background, the

writer is interested in conducting a research entitled “**APPLICATION OF KAHOOT GAME TO STUDENT'S' MOTIVATION IN VOCABULARY LEARNIN**”

## **1.2 RESEARCH QUESTION**

Based on the background of the problem above, the authors take the formulation of the problem as follows:

1. How to apply kahoot game in teaching English learning in junior high school?
2. How is students' motivation when kahoot game is implemented in teaching vocabulary ?

## **1.3 Objective Of The Research**

Based on the research questions above, the objectives of this study are as follows:

1. To find out the application of the Kahoot game in learning English education.
2. To motivate students to improve in learning vocabulary.

## **1.4 Limitation Of The Research**

In order for this research to be achieved, this research has the following limitations:

1. The application of vocabulary learning using the kahoot game application for class VIII SMPN 3 Kedungadem students.
2. The aspect that was analyzed was how far the interest in learning vocabulary was using the Kahoot game application.

## **1.5 Significance Of The Research**

**The benefits of research in theory**

1. can add insight to the author regarding the application of the game kahoot in learning English so that it can be used as a provision to become a creative educator.
2. As information material in developing the application of kahoot game in learning English education.
3. As an effort to produce a fun learning process in English education lessons.

4. With this research system, it is hoped that it can provide knowledge for related researchers about the application of the kahoot game in learning English Education.
5. As input for educational researchers in developing a fun learning process through kahoot games.
6. As a forum for the development of vocabulary knowledge for students through kahoot games.
7. Useful for the development of science as well as objects and subjects involved with English language education.
8. As a tool to make it easier for students to memorize vocabulary in English lessons.

#### **Practical benefits of research**

1. Make it easy for writers to apply the Kahoot game application in the teaching and learning process
2. Use it as a source of information when implementing learning using the Kahoot application.
3. The occurrence of a fun learning process using the Kahoot game application.
4. Expanding the researcher's insight regarding the application of vocabulary using the Kahoot game application.
5. The creation of good researchers related to the application of the Kahoot game application in the English learning process.
6. Make it easier for researchers to practice the application of the kahoot game well.
7. Facilitate researchers in delivering related material.

#### **1.6 Definition Of The Kay Terms**

Before discussing the main problems of this thesis, the author will first explain the meaning of the terms contained in the title, so that the contents can be understood properly. The terms referred to are as follows:

1. Application of Kahoot Game Application is the implementation, or practice, while the game is a tool used as a way to convey knowledge to students. Kahoot game is a fun game that is used as a learning tool that is educational, so students can carry out

the learning process while playing, and this can provide enthusiasm for students in the learning process.

2. Student motivation. The word motivation is taken from the Latin, *movere* which means encouragement from oneself. While learning motivation means encouragement from oneself to get a desire that you want to get, so that with motivation, students will be enthusiastic to continue learning without any coercion from any party.
3. Vocabulary is a kind of word that has meaning used in English Education Learning.
4. Learning is a process for students to change from something that cannot be something that includes all kinds of subjects, which involves a teacher and students.

SMPN 3 KEDUNGADEM is one of the junior secondary level formal education institutions located in the National Education Office, which is located in Kedungadem District, Bojonegoro Regency. The school only consists of one level of education, namely SMP. In this study, the SMP level was used as a place of research and to find sources of research data.

Based on the above definition, what is meant by the application of the Kahoot Game to increase students' vocabulary in English Education Learning at junior high school Kedungadem is an attempt to improve the essence of learning English fundamentally to junior high school students, especially at SMP Kedungadem in a fun English learning process. and easy to understand by using the Kahoot game method, so that students can more easily understand grammar and pronunciation in English.

UNUGIRI