CHAPTER I

INTRODUCTION

A. Background of Research

Language skill plays an important role in this era of globalization. So many students are introduced to learning languages at the level of playgroups, elementary, middle, high school, and even college. The demands of the times make us have to proficient in languages to be able to cooperate both inside and outside on country such as the international language. English is an international language where many people learn this language. Nevertheless, not all people also like English, especially passive learners. "Passive learners take in new information and knowledge quietly, but they typically do not engage with the information they get.''[1] Therefore English learning has to fun and interest. One way, the teacher involves students in group activities or other strategies that cultivate students' critical thinking skills.

''There are some reasons student disinterest like as perception about learning English that difficult to understanding.''[2] As a teacher does not only transfer knowledge but give positive thinking and stimulate the

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[1]Yesmambetova Kazina Nagashibaevna, "Students' Lack of Interest: How to Motivate Them?'', Universal Journal of Educational Research 7(3), (2019). 797

[2]Dk Yusimah Pg H jAmjah, " A Study Of Teachers' Strategies So Develop Students' Interest Towards Learning English As A Second Language ", *Procedia - Social and Behavioral Sciences* 134, (2014). 190.

student to think how English can use reading, writing, speaking and listening so that student will be lost bored and eventually lost fear in learning English. That all because students need motivation in learning. Lack of motivation can make students be deep curiosity toward English like as give their attention. But the writer feels that strategy in learning determines class's atmosphere became resolved or not.

Students' interest in learning English is based on the stimulating of the teacher to solve the atmosphere in the class. The teacher strategies determine students like or not toward English material. Therefore, teacher's strategies in attracting students' interests do not always have to seriously in learning but students enjoy and not tense. Jeremy Harmer, states that "The idea is that they (and games like them) will engage the students and encourage them to use the target structures with enthusiasm.''[3] As explained above that the game can increase the enthusiasm of students to absorb the material by itself without having to feel tense which will effect difficult toward understanding the material.

A game is liked by a lot of children even adults. One of game that the researcher is used that the spinner game. ''Spinner game is the same playing for providing a fun-filled game which given an advantage to a

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[3]Jeremy Harmer, *The Practice of English Language Teaching fifth edition*(Harlow United Kingdom: Pearson Education Limited, 2015), 253.

player having a high degree of coordination.''[4] Based on the opinion above this game is not different from other games to reach the winner by given advantage. This game uses a board by way is spin both of manually or automatically and then the player who hit the target will play appropriate rules. In this research, the spinner game is played digitally by using power point as making media. The reason of the study turned to digital because of corona impact so this research is enabling the online with using digital media. This spinner game is made by using a power point application through YouTube as an example of it is making. When students hits the target on the arrow, they will answer a question or statement of English material. In this case, grammar as game material because the problem that often arises in students' English especially junior and senior high school is grammar.

Jeremy Harmer states that "Grammar description of the ways in which words can change their forms and can be combined into sentences in that language".[5] It means that grammar is the procedure of forming a sentence into the correct structure by combining some rules. It can be seen that parts of grammar such as syntax (form), semantics (meaning), and pragmatics (use) cooperation to form a unit sentence that is right.

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[4]Michael F Kielar. "Spinner game and Method of Playing the Same" *U.S. Patent* No. 6,666,452. (23 December 2003), 01.

[5]Jeremy Harmer, *The Practice of English Language Teaching third edition* (United Kingdom: Longman, 2002), 12.

Therefore, it enables people to communicate their message clearly and precisely. So, without communication grammar will be disrupted and ineffective. One of them is tenses.

Bauer states that "Tense usually related the timing of an act or event."[6] The time of action is usually indicated by the verb both the present, yesterday, and tomorrow. These tenses are included in form the active sentence where the subject takes action. Moreover, students have to know the passive voice. In passive, the subject receives an action and that do action is the object. Azar Betty states that ''In the passive, the object of an active verb becomes active." [7] The similarity has the time now, yesterday and tomorrow only the difference between the use and formula changes in passive voice that are being judged and complicated. For that reason, students still feel confused to change the active sentence to passive by using a formula. So, the writer will focus to research passive voice on the simple present.

The Implement this strategy, the researcher uses a case study in this research for second grade in SMK INFORMATIKA Kota Serang. The researcher chooses this school because this material of grammar passive voice appropriate on this level grade and then it is technology-based so it

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[6]Laurie Bauer*, English Word-Formation* (Cambridge: Cambridge University Press, 1983), 157.
[7]Betty S. Azar, and Stacy A. Hagen, *Understanding And Using English Grammar fifth edition* (New York: Pearson education ESl, 2016), 216.

is easy to online research. Therefore, the writer conducts research for this paper by the title **"AN ANALYSIS OF STUDENTS' INTEREST IN LEARNING PASSIVE VOICE THROUGH SPINNER GAME".**

B. Identification of the Problem

Based on the background above, the writer will identify some problems as follows:

1. Student interest in learning English.
2. Using a spinner game to attract students' interest in learning passive voice.

C. Limitation of the Problem

In this research, the writer uses qualitative research in the form of a case study. Moreover, the research will focus on the students' interest that the writer will be analyzed in learning passive voice through a spinner game. On the passive voice, the writer is not all form of the passive voice will be sore, the writer conducts research for this paper by the title **"AN ANALYSIS OF STUDENTS' INTEREST IN LEARNING PASSIVE VOICE THROUGH SPINNER GAME".**

D. Identification of the Problem

Based on the background above, the writer will identify some problems as follows:

3. Student interest in learning English.

4. Using a spinner game to attract students' interest in learning passive voice.

E. Limitation of the Problem

In this research, the writer uses qualitative research in the form of a case study. Moreover, the research will focus on the students' interest that the writer will be analyzed in learning passive voice through a spinner game. On the passive voice, the writer is not all form of the passive voice will be studied. The writer will be choice simple present tense of passive voice as the subject of study because it is the very basic both formula and using and then implication so it is easier for the student to knowing the first time in study.

F. Research Questions

Based on the discussion above, the writer will formulate the problem as follow:

1. How is students' interest in learning passive voice through spinner game?

2. What is students' perception on the spinner game?

G. Objectives of the Research

According to the statement above, the writer gets the aim of this study as follow:

1. To know the students' interest in learning passive voice through the spinner game.

2. To know the perception of students on spinner game.

H. Significance of research

The results of this research, the writer hope to provide new information about teaching strategies that can attract students' interest in learning grammar especially passive voice by using a game. Focus is prioritized by making students prefer learning grammar especially passive voice and can easily absorb this lesson.

For the lecturer, from this research hoped to help problems in teaching English when students feel bored or disinterest, the writer can this game as an alternative to attract student in learning and can also help students to improve in understanding passive voice simple present tense.

For the students, it can motivate students and attract students' interest in learning English through the spinner game. By spinner games can make students enjoy and fun when they study English, it can also improve students' understanding limitation of passive voice with repeat

again every played game because there are explain in each question and last it increases confident student in learning grammar, especially passive voice.

For the English teachers, the implementation of the spinner game hoped it can increase students' interest and overcome learning difficulties to understand passive voice, this research also can help develop teaching strategies that effective, efficient and can involve student activity in process of learning and this research becomes basic consideration and information to do further research in the future.

[1]DkYusimah Pg Hj Amjah, " A Study Of Teachers' Strategies So Develop Students' Interest Towards Learning English As A Second Language ", *Procedia - Social and Behavioral Sciences* 134, (2014), 188-192.