CHAPTER 1

INTRODUCTION

A. Background Of The Study

Learning media is everything that can be used to convey information in the teaching english learning media process that can stimulate attention and interest in student learning. The success of student learning in the present is assumed to occur if student feel and experience that experience. That is, students not only listen to information about other people's experiences, but they experience how something happened to them. Thus, the role of learning media helps students get information, discuss findings, conduct analysis, synthesis and final conclusion in teaching and learning activities.

The use of gamification of duolingo as media in the teaching and learning process can also generate new desires and interests for students, generate motivation to learn, and even bring psychological influence to students. In this case, a teacher must be able to choose and use the right learning media in the learning process with consider the specific learning objectives to be achieved. Along with the development of technology in this era, the education sector uses technology as a teaching aid or facility that supports the delivery of the teaching and learning process. The use of

technology as a learning media can be applied in various lessons. Especially in english language lessons, digital technology will greatly support the teaching and learning process and one of them is through internet-based learning media.

The limitations of the teacher in delivering lessons and the use of non-varied teaching methods is one of the problems in the difficulty of delivering English learning material to students. Fairotunnisa said as a teacher, it is necessary to find new teaching media to overcome the problems and not to forget to motivate the students[1].

Another problem in learning english is that students have difficulty in obtaining subject matter, because English language is completely different from Indonesian language in the system of structure, pronunciation and vocabulary. students feel bored with learning methods that are not varied, and they do not have their own way so they are interested in always learning English.

Along with the development of information technology, there are many created Internet-based learning media one of which is duolingo. based on an interview with an English lecturer, the lecturer taught English

---

[1] Fairotunnisa, Ismi. 2014. An Anlysis of Using Dora Movie as A Media To Teach Vocabulary. Serang

Education Department who used duolingo as an English learning media. Learning English by using duolingo will facilitate the transformation of knowledge that will be provided by the lecturer From the explanation above, the researcher is interested to analyse more about the content of duolingo application and the appropriateness of using duolingo as learning, in conducting a research dealing with an analysis of the use of duolingo as english learning media at the second grade of English MAN 1 Kota Serang.

B. Identification of Problem

The identification of problem are:

1. The students' ability in grammar skill is still less.

2. The teacher seldom uses various technique in teaching grammar skill.

3. The Students get the difficulty to understand of the text

C. Limitation of Problem

From the identification of the problems above, the writer will limited the problem as follows:

1. The writer focuses on the use of gamification of duolingo in teaching media of English Grammar..

2. The subject of study is the students of second grade at MAN 1 Kota Serang.

3. The study will implement an experimental research.

D. Statements of Problem

1. How is the students' ability in grammar skill?

2. How is the effect using gamification of duolingo in teaching media of English grammar?

E. The Objectives of Study

In detailses, the objectives of this study are to find out the answer of the statement of problem as follows:

1. To investigate students' ability in grammar before using gamification of duolingo.

2. To investigate the effect of using gamification in teaching media of English grammar.

F. Previous Study

There are some previous study using duolingo Application or MALL in teaching method. Laila Mahmudah entitled "An Analysis of Pronunciation Exercises In Duolingo Application and Its Contribution As English Learning Media". The result of her analysis reveals that in term of

aim of exercise, the pronunciation exercises are sufficient enough to improve the learners" ability in pronunciation skill, especially for beginner English learners. In the term of type of exercises, all pronunciation exercises are based on type of pronunciation exercises. In term of digital resources criteria in a book of "Evaluation and Selection of Learning Resources", Duolingo application is appropriate learning media. There are ten criteria for Duolingo application to be relevant digital resources. The contribution consist of an accuracy analysis of the appropriateness of Duolingo application as English learning media.

Another previous research from Ismi Fairotunnisa,entitled " An Analysis of Using Dora Movie As A Media To Teach Vocabulary ". He observed at 5th grade in SDN II Kramatwatu Serang. In this research, researcher found that Dora Movie is effective to improve students' vocabulary.

From the other previous research, researcher wrote about the use of duolingo to improve vocabulary. Rizky Kurnia Wijaya, researcher with the titled "Improving Vocabulary Through Duolingo Application In Call At The Seventh Grade of SMP Negeri 1 Bandar Lampung". He obsereved in SMP Negeri 1 Bandar Lampung, He used pretest-posttest design to find

whether the use of duolingo application can improve students' vocabulary achievement.

From the previous study above, this research proposes to analyze of the use of duolingo as a media in learning English. Furthermore it is also expected to know whether this research can show the same result or not.

G. Hypothesis

Hypothesis formulated to explain relationship two or more variables as well to compare a variable. According to C.R. Kothari's that: Main function is to suggest new experiments and observations. Hyphothesis is a formal question that he intends to resolve. This a hypothesis may be defined as a proposition or a set of proposition set forth as an explanation for the occurrence of some specified group of phenomena either asserted merely as a provisional conjecture to guide some investigation or accepted as highly probable in the hight of established facts. Quite often a research hypothesis is a predictive statement, capable of being tested by scientific methods, that relates an independent variable to some depent variable.[2]

---

[2] C.R.kothari, *Research Methodology:*Method and Thechnique, (New Delhi:New age International (P) Ltd, 2004), 184.

While arikunto state that Hypothesis is a temporary answer according to the problem of research, till it is evidenced by some of data collection.[3] It means hypothesis is a temporary answer of the problem of the research, where the formulation of problem has been declared in the form of the question.

In this research, the writer searches the effect of using gamification of duolingo in teaching media of English grammarand has two hypotheses to submit, those are: based on the theory and the objective of the study, the hypotheses of the study are proposed in terms of null hyphoteses (Ho) and alternative hyphotheses (Ha). They are follows:

1. (Ho): there is no significant effect of using gamification of duolingo in teaching media of English grammar.

2. (Ha): there is significant effect of using gamification of duolingo in teaching media of English grammar.

H. The Significance of study

This study is hopefully can give some positive contributions to the English language learning Context and will be beneficial for many sides such as:

---

[3] Suharsimi Arikunto, *Prosedur Penelitian: Suatu Pendekatan Praktik,* (Jakarta: Rineka Cipta, 2010), 122.

1. Theoritically

   The findings of this will give information of a new knowledge about the use of gamification of duolingo in teaching media of English grammar.

2. Practically

   a. For the students

      The result of this study may help the students' to improve their ability in grammar text. Furthermore, it may help them to disappear their bored in learning teaching activities.

   b. For Teacher

      The result of this study will hopefully give benefit information for the teacher of English. It is ecpected that the teacher used this techniques to increase the ability and the willingness of the students to get information in the writing.

   c. For school

      The benefits of this study for school are it can increase the students' achievement and it can develop learning strategies and stimulate students' interesting in grammar.

I. **The organization of Study**

In order to make this study easy to understand, the writer organizes this study as follows:

The First Chapter is Introduction which consists of Background of study, Identification of problem, Limitation of the problem, Statements of problem, The objectives of study, Previous study, Hypothesis, Significance of the study, and the organization of study.

The Second Chapter is Theoritical review which consist of three parts. Part A is about grammar, consists of Definition of grammar, The purpose of grammar, The grammar proccess, and Teaching grammar. Part B is about the concept of grammar text, consist of definition of grammar text, generic structure of grammar text, grammatical feature of grammar text assesing grammar text on multiple choice. Part C is about The Concept of Duolingo, consist of Definition of gamification duolingo and The steps of gamification duolingo technique.

The Third Chapter is Method of the research which consist of research of method, the place and time of research, population and sample, The instrument of the research, the technique of data collecting, the technique of data analysis, and research procedure.

The Fourth Chapter is Result and Discussion which consist of Description of data, Data analysis, Hyphothesis testing, and Data interpretation.

The Fifth Chapter is Conclusion and Suggestion which consist of Conclusion and Suggestion.