

CHAPTER I

INTRODUCTION

A. Background of The Study

In the 21 century, digital games on computers, Ipads, and Smartphones have developed into a very active education tool among the students, teachers, and parents for teaching and learning inside and outside of the classroom. Specifically for the teaching and learning of language. Curiosity, expectation, control, and interactive features are common in the game, which can increase learners' learning interest and intrinsic motivation.¹ It means a game as a learning media for students and teachers in learning and teaching. The game named Quizizz is a digital game that is a fun multiplayer classroom activity, that allows

¹ Lim, C. P, Nonis. D, & Hedberg, J, "Gaming in a 3D multiuser virtual environment: Engaging students in Science lesson", *British Journal of Educational Technology*, 37(2), (2006), 211-s231.

all the students to practice together using a computer, iPad, tablet, and Smartphone.

Teaching English as a second or foreign language needs variation and creativity of the teacher to make the class more fun and comfortable, which enables students to enter the class. If students only listen and write, they are likely to become bored and sleepy. Furthermore, some students do not understand the subject matter explained because the knowledge as well as enhancing the students motivation. Students' motivation and self-confidence have been maintained through the development of teaching methods and learning strategies to improve student's English ability. Many factors can influence it, one of which is grammar. Using games is a contemporary popular in second and foreign language learning.

Larsen-Freeman defines grammar as the rules of a language. Grammar is a system of meaningful

structures and patterns governed by particular pragmatic constraints.² From the definition above, grammar is an arrangement of structures for making the correct sentences according to grammar. In another definition of grammar by Thornbury, grammar is a description of the rules for forming sentences, including an account of the meanings that these forms convey.³ It means grammar is an explanation of rules for composing the correct sentences.

Kim college is an English language course that has been established since 1978 years to the present, and this course has two branches are Anyer and the center in Cilegon located in Jl. Raya Anyer Komplek Syinyar No. 33 Tegalratu Ciwandan 42445 Kota Cilegon-Banten. Kim College is also not only providing

² Larsen and Freeman, D, "Teaching Grammar", *Teaching English as a Second or Foreign Language*, Boston, MA: Thomson/Heinle, (2001), 251-266.

³ Thornbury, Scott, *How to Teach Grammar*. Essex: Pearson Education Limited. (1999), 13.

English courses, but there are also other foreign language courses. Previously, researchers attended an English course at Kim College in 2012. Seeing the development from year to year with the development of sophisticated technology, but the learning methods at Kim College are still the same as before is only using text books, then the teacher teaches directly by the lecture method and there is no other method than using textbooks that have been provided from Kim College. Previously, the researcher had also observed several times to Kim College to see the development of English learning methods, especially in teaching grammar. There are several problems faced by the teacher at Kim College, including students still having difficulty compiling the correct vocabulary or sentences according to grammar, the teacher's teaching method is less attractive that make students feel bored and sleepy when in teaching and learning activities, and the application of technology is still lacking and do

not take advantages of sophisticated technology such as using online games, YouTube, etc. Therefore, the researcher wants to apply the quizizz game media in learning English, especially in grammar to solve problems that occur at Kim College.

Nowadays, one of the tasks in the classroom that cannot be avoided is the quiz. It is a competition through a game in which the students answer questions given by the teachers. Quizizz is one of many fantastic resources for classroom quizzes.⁴ From the explanation above, when we have learned there is an assessment after learning. In evaluates, the teacher gives a quiz to students through the quizizz game which is an application that can be used as an evaluation media after learning. Quizizz is a fun multiplayer game platform or application classroom activity for quiz games in which students control their own pace in the

⁴ T. Vincent, "Class Quiz Games with Quizizz (an Alternative to Kahoot)," 2015, December 24 2019, <https://learninginhand.com/blog/quizizz>

game.⁵ It means, quizizz is an educational application that can be used by teachers or students as a fun learning media. Glandon and Ulrich mentioned that one advantage of using Games as a teaching strategy is that students have opportunities to immediate feedback through the discussion and correct answers to their rationales.⁶ From the explanation above, quizizz is very useful a learning technique strategy, and this game also as a training technique for evaluation after the learning process. Based on a previous study by Intan Sinta Dewi Rahayu entitled The Use Quizizz in Improving Students' Grammar Understanding through Self-Assessment. She used quizizz games to improve grammar understanding in her research that can be effective. And Quizizz is an online game that uses

⁵ S.Reid, "*Why Quizizz is better than Kahoot?*," 2016, December 24, 2019, https://medium.com/@Stephen_Reid/why-quizizz-is-better-than-kahoot-9d585cb1ee3e

⁶ Glandon, K & Ulrich, D, "Using games as a teaching strategy", *Journal of nursing education*, 44, (2005) 338-339.

among students, teachers, and parents for teaching and learning.

Based on the above, the researcher wants to know whether there is a significant effect on the learner's grammar or not, if they learn grammar through the Quizizz Games Application. The researcher chooses the study by the title "An Analysis of "Quizizz" Games Application in Learning Grammar."

B. Identification of Problem Research

Based on the background about An Analysis of "Quizizz" Games Application in Learning Grammar, some problems could be identified as follow:

1. Students are difficult to compose the correct words in grammar.
2. Most of the students feel bored and get sleepy in learning grammar.

3. Teaching and learning grammar in Kim College still use uninteresting method.

C. Research Question

Research question for this study are as follows:

1. How do students respond to the use of Quizizz in learning grammar?
2. How does playing Quizizz enhance students' grammar accuracy?

D. Objective of the study

Based on the research question above, the objective of this research are:

1. To know students response to the use of Quizizz in learning grammar.
2. To know playing Quizizz enhances students' grammar accuracy.

E. Significant of The Study

Research hope that this research can provide some benefits:

1. Students

The result of this study is expected to be able to help students to improve their grammar, and achievement in English lessons, especially using the application of quizizz games.

2. Teachers

The result of this study can help the teacher to understand the effect of using quizizz games in teaching English, especially to improve students' grammar understanding. To apply games and understanding the effect of quizizz games in teaching grammar.

3. The Kim College

The result of this study can help for a new media of learning that can be applied at Kim College using technology through online games, one of them is quizzizz game.

4. Researcher

The researcher can use this study to be their learning resource later and to gain knowledge from it.

F. Previous Study

There are many previous studies of the research. The first was a study that had been done by Intan Sinta Dewi Rahayu (2018) entitled “*The Use Quizizz in Improving Students’ Grammar Understanding through Self-Assessment*” this was a qualitative method. The data are collected through observation, interviews, and tests. She used a case study since first it provides a chronological narrative of events in which this study attempted to reveal the practice of self-assessment with Quizizz. In her

research, she wants to present a practical way of self-assessment by making use of quizziz features to improve students' grammar.⁷ This study is different from the research that the writer did, the difference is in the collection of data because the writer collected data through questionnaire and test.

The second previous study was done by Siti Reski Nanda, Nurdevi Bte Abdul, and Herlia Daddi (2018) entitled "*The Use of Quizziz Application in Improving Students' Reading Comprehension Skill at SMKN 3 Takala*" this was experimental research and they used a quantitative method. The instrument used pre-test and post-test. The researcher aimed at investigating the use of quizziz application in improving students' reading comprehension skills. It conducted only one class of tenth grades at one school and selected with total sampling as a sample. They showed that the used quizziz

⁷ Intan Sinta Dewi Rahayu, "The Use Quizziz in Improving Students' Grammar Understanding through Self-Assessment", *Journal of Education and Humanities Research*, Vol. 254, (2018), 102-106.

application was improving the students' reading comprehension skills, students' reading comprehension skills using the quizizz application show better learning outcomes than before the quizizz application was applied.⁸ This study is different from the research that the writer did, the difference is in the methodology because the writer uses qualitative research methods using questionnaire and test.

The third previous study was done by Yudi Basuki and Yeni Nurmala Hidayati (2019) entitled "*Kahoot or Quizizz: the Students' Perspectives.*" The research design is qualitative research concerning phenomenological studies with a sample of 250 students of English Education Department of STKIP PGRI Trenggalek. They used the close-ended questionnaire to collect the data of students' perceptions. The researcher aimed to know the students' perception of Kahoot or Quizizz's efficacy in a

⁸ Siti Reski Nanda, Nurdevi Bte Abdul, and Herlia Daddi, "The Use of Quizizz Application in Improving Students' Reading Comprehension Skill at SMKN 3 Takala", *Journal of Computer Interaction in Education*, Vol. 1, (December 2018), 173-182.

daily online quiz, figuring out the students' choices and finding out their reasons.⁹ If the study above used close-ended questionnaire to collect the data, this study collected data through questionnaire and test.

G. The Organization of Writing

To make this research easy to be comprehended, the researcher divides this research into five chapters:

Chapter 1 is an introduction. In this chapter, the researcher put some points such as the background of the study, identification of problem research, statement of problem, objective of the study, significant of the study, previous study, and organization of writing.

Chapter 2 is the theoretical of frameworks. This chapter consists of definition of grammar, the importance of grammar in language teaching and learning, definition of quizizz, characteristics and

⁹ Yudi Basuki and Yeni Nurmala Hidayati, "Kahoot or Quizizz: the Students' Perspectives", *Journal of Research Gate*, (27 April 2019).

application of quizizz, advantages and disadvantages of quizizz games.

Chapter 3 is a research methodology. Which consists of research method, place and time of research, respondents, data collection, and data analysis.

Chapter 4 is a result of the research. Which consists of description the data research and discussion.

Chapter 5 is conclusion. Which consists of conclusion and suggestion.