

# CHAPTER I

## INTRODUCTION

### A. Background of the Study

Schunk defined learning as a process that results in long-lasting behavioral change, which from practice or other forms of experience naturally produces a variety of behaviors in certain ways and in certain capacities<sup>1</sup>. Furthermore, Schunk also sees that student learning begins with the knowledge and skills brought to the situation, which are developed and refined as one of the learning functions<sup>2</sup>.

According to Walgito stated that perception is a process that is preceded by the sensing process, which is the process of receiving stimulus by individuals through the sensory devices or also called sensory processes<sup>3</sup>. But the process does not just stop, but the stimulus is continued and the next process is the process of perception.

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<sup>1</sup> Schunk, D. H. *Learning Theories: An Educational Perspective Sixth Edition*. Boston, (MA: Pearson Education. 2012. 3)

<sup>2</sup> Schunk, D. H. *Learning Theories: An Educational Perspective Sixth Edition*. Boston, (MA: Pearson Education. 2012. 346)

<sup>3</sup> Bimo, Walgito. 2010. *Pengantar Psikologi Umum*. (Yogyakarta: C.V Andi. 2010.99)

So, from the explanation above it can be concluded that students' perception is the way students interpret the picture and understanding of what is felt. This process goes through stages starting from collecting, recognizing, and interpreting the sensory information that is obtained

The online game Kahoot satisfies all of these practices. It serves as a formative assessment review, it is repetitive in a sense that it can be repeatedly played over and over, and it serves as a virtual word wall as the grammar terms can be prominently displayed on the smart board.<sup>4</sup>The online game Kahoot has the potential to serve as an interactive technology based instructional tool that may increase student retention of science grammar terms. Kahoot allows educators to create surveys and game-based quizzes that they can join using a pin number. The students select answer choices on a personal device such as a Chromebook, laptop, or smartphone that coincide with questions that are displayed on the smartboard.<sup>5</sup> Students are able to play the games without needing an account username, and create a nickname that will be displayed during the game. Furthermore,

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<sup>4</sup>Dellos R, Kahoot! A digital game resource for learning, *Instructional Technology*, (2015), p. 49.

<sup>5</sup>Dellos R, Kahoot! A digital game resource for learning, *Instructional Technology*, (2015), p. 49

Kahoot quiz game questions may include multimedia visuals such as pictures and videos to further engage students and students get to earn points for answering questions correctly and quickly.

Grammar games, repetition, and word walls are effective instructional strategies for increasing student grammar acquisition. Using technology, based on games for grammar instruction increased student grammar assessment scores from a low B average before the game was played to a low A average. Investigating the effects of online games on student focus during grammar instruction.

Grammar is the structure, rules, and meaning of words changing and combination with other words to make sentence. Every languages have different grammar. Based on Rodney Huddleston and Geoffrey K. Pullum, grammars deals with the sentences' form and the smaller units. Such as clauses, phrases and word.<sup>6</sup> By mastering grammar of target language, especially English, it will be helpful in supporting the language students process in which in spoken or written language.

Firstly, before determining kahoot game as the focus of research. The researcher went to MTS Sabilu El-Muhtadin Pandeglang to share with an English teacher there. The teacher told

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<sup>6</sup> Rodney Huddleston and Geoffrey K. Pullum, *A student's Introduction to English Grammar*(Cambridge: Cambridge University Press, 2005), 1.

about teaching and learning process. In this school using kahoot game to learn grammar. The first problem is most of students' are not understand how to play kahoot game and it make them confused, the second is bad internet connection offend the learning prosses. Those problem happened because the teaching and learning process did not conduct in a meaningful way.

Secondly, the researcher chose at ninth Grade of MTS Sabilu El-Muhtadin Pandeglang as the participants of the research because not all classes learn to use kahoot.

Based on the above, the researcher wants to know students' perception whether it is positive or negative in terms of using Kahoot! In learning grammar. The researcher chose the study by the title. **“An Analysis Of Student Perception On Kahoot Games Use For Learning Grammar”**

## **B. Research Questions**

Research questions for this study are as follows:

1. What are students' perceptions of the use of kahoot game toward students' grammar?
2. What are the factors that support students in the use of kahoot game for learning grammar?

### **C. Objectives of Study**

Objective of are as follows:

1. To know the student perceptions of use of kahoot game toward student grammar.
2. To find out factor that support students in the use of kahoot game for learning grammar

### **D. Significance of the Study**

#### 1. Teachers

The result of this study is expected to be able to help teachers to understand the effectiveness of using kahoot games application in teaching English, especially to enhance students' grammar retention

#### 2. Students

The result of this study is expected to be able to help the students to enhance their grammar retention, to improve their achievement in English lesson, especially using kahoot games application.

#### 3. Researcher

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

## **E. Previous study**

1. *The Use Of “Kahoot” (Online Quiz Application) In Teaching Grammar For Second Year Students At SMA Pembangunan Laboratorium UNP, by Rahaka Panji PrawiraI, Mukhaiyar, English Department Faculty of Languages and Arts State University of Padang (2019)*

This research is motivated by the lack of mastery of Grammar in students. This is because the practice in the learning process is still not varied, one example of an exercise that can be used is *Kahoot*. This study aims to determine the effectiveness of the use of Kahoot on the teaching of Grammar students in the second year of the SMA Pembangunan Laboratorium UNP.

The similarity between the research above and this research is as well as researching about Kahoot game and grammar. The difference in the research approach, that research is use a quantitative with quasi-experimental methods pre-test and post-test control group design and the population of study were SMA but in this this research will use analyzed in qualitative research and the population of this research is MTS.

2. *Kahoot! A digital game resource for learning by Ryan Dellos South, Korea April 2015.*

This research reviews Kahoot as a digital game resource that provides teachers an opportunity to create quizzes, surveys and discussions that engage students in content knowledge in a competitive game play format.

The similarity between the research above and this research is as well as researching about Kahoot game. The difference in the research approach, that research is use classroom action research and this research is using analyzed in qualitative research